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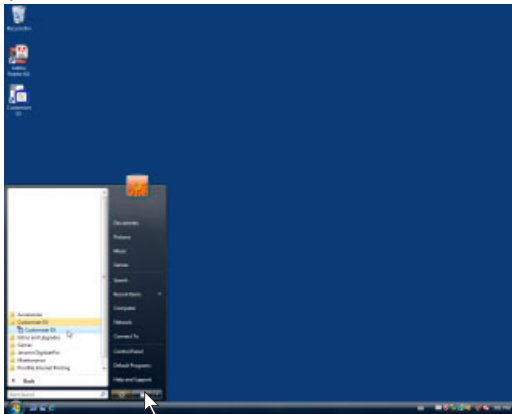
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STARTING UP CUSTOMIZER EX

Selecting the Mode

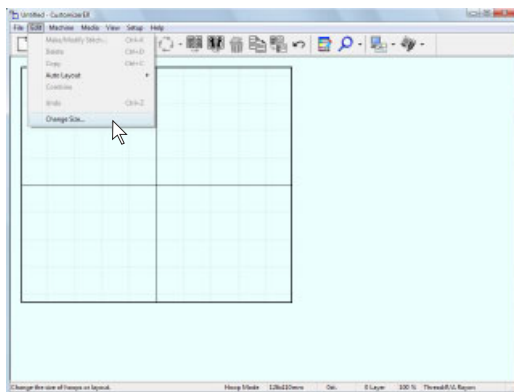
Choose **Programs>Customizer EX>Customizer EX** from the start menu or double click **Customizer EX** icon on the desktop.



The main window for the hoop mode will open in the 126 x 110 mm hoop size.

Check the size of the hoop you wish to use and select appropriate hoop size.

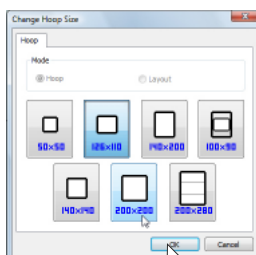
To select the hoop size, choose **Edit>Change Size**.



The **Change Hoop Size** dialog box will open.

Click one of the 7 hoop buttons to select the desired hoop size.

Click the OK button and the window will change to the new hoop size.



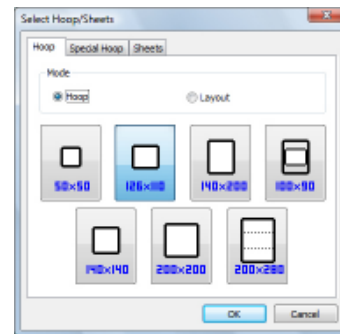
NOTE:

You cannot select the Giga Hoop in the Change Hoop Size dialog box. You need to open a new window to select the Giga Hoop.

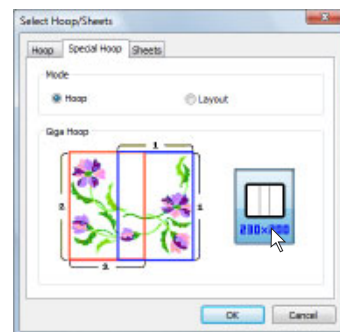
Selecting the Giga Hoop

1. Choose **File>New** from the menu bar or click the **New** icon on the toolbar.

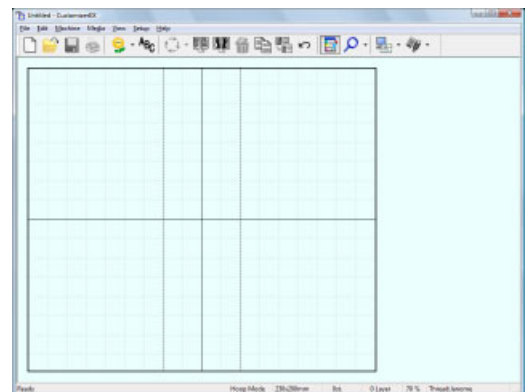
The **Select Hoop/Sheets** dialog box will open.



2. Click the **Special Hoop** tab and select the **Hoop** mode by clicking the radio button. Click the Giga Hoop button.



3. Click the **OK** button and the hoop mode window of the Giga Hoop will open.



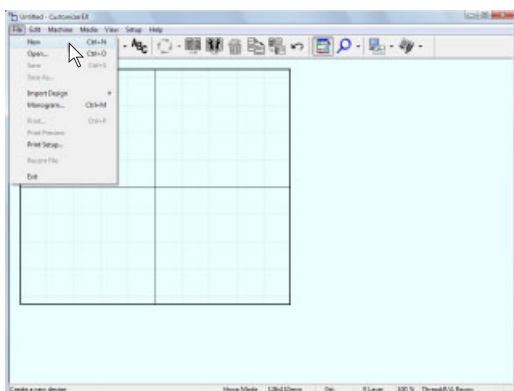
NOTE:

The hoop mode is invalid if the Giga Hoop is selected.

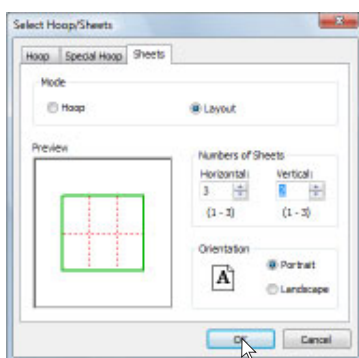
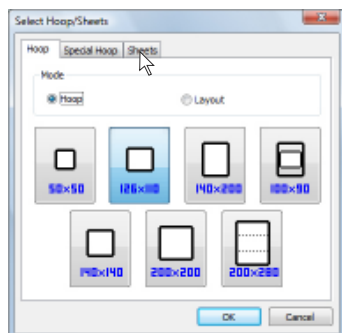
Selecting the layout mode

If you wish to make a design layout for template sheets, you need to open a new window.

1. Choose **File>New** from the menu bar or click the **New** icon on the toolbar to open a new window in the layout mode.



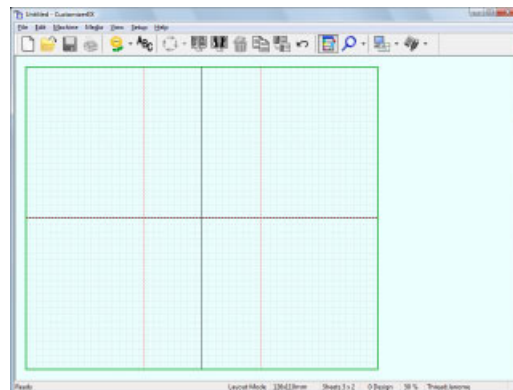
2. The **Select Hoop/Sheets** dialog box will open. Select the desired hoop. Click the **Sheets** tab and select the **Layout** mode by clicking the radio button. Select the desired number of template sheets in horizontal and vertical orientations. Select Portrait or Landscape for the template sheet orientation.



NOTE:

The Layout mode is not available if you select the hoop 50 x 50, 100 x 90, 200 x 280 or the Giga Hoop.

3. Then click the **OK** button and the layout window in the selected hoop will open.
The outer frame of the window will be shown in green and the borders of the templates with red dotted lines. The centerlines of the combined templates will be shown in black.



CREATING AN EMBROIDERY DESIGN

Opening a File

Customizer EX opens two kinds of files; design files and layout files.

Design files: Stitch data of an embroidery design

1. *.jef+
2. *.jef


Layout files: Stitch data of embroidery designs and their layout data

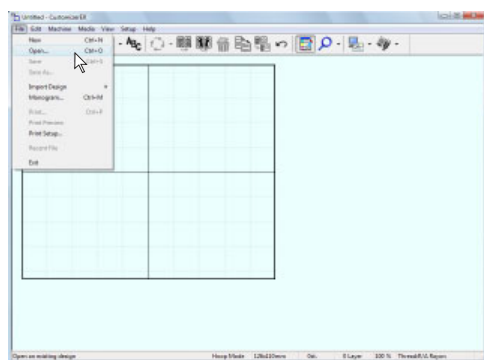
1. *.clf (Customizer 11000/EX layout file)
2. *.caf (Customizer 8550/10000 layout file)
3. *.arg (Customizer 10000 layout file for Giga Hoop)
4. *.arr (Customizer 2000 layout file)
5. *.arr (Scan'Sew PC layout file)

NOTE:

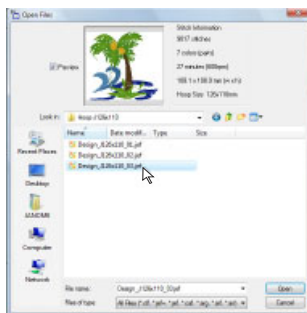
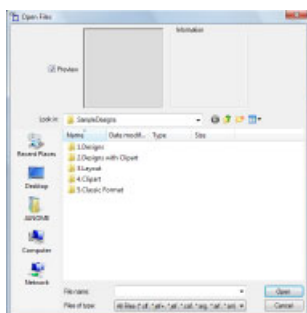
When you open a file, the main window will open in the mode and hoop size attributed to the file.

Opening a design file

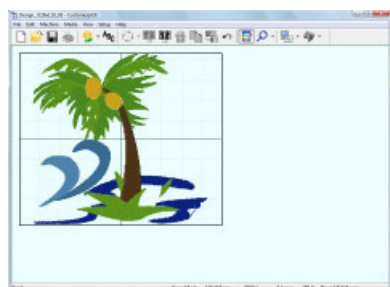
1. Choose **File>Open** from the menu bar or click the **Open** icon  on the toolbar.




2. The **Open Files** dialog box will open. Select a folder that contains *.jef files. Click the desired file once to select it and a preview image and properties of the design will appear above the file list box.

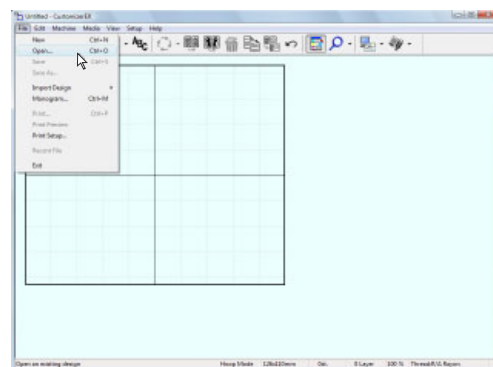


3. Click the **Open** button or double click the file icon to open the selected file. The design image will appear in the main window.

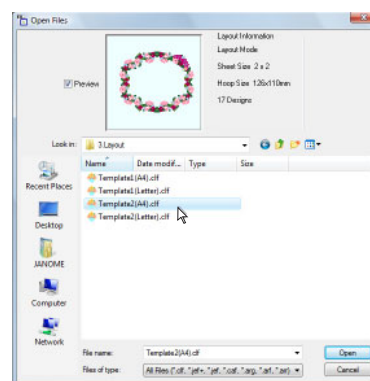


Opening a layout file

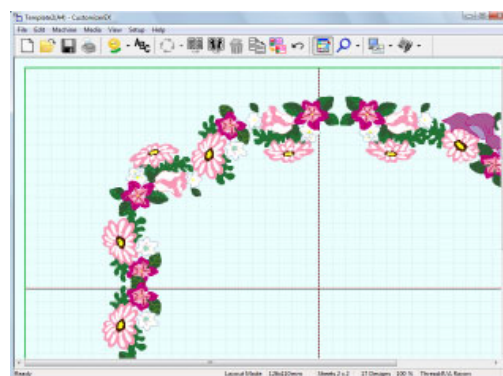
1. Choose **File>Open** from the menu bar or click the **Open** icon  on the toolbar.



2. The **Open Files** dialog box will open. Select a folder that contains layout files. Click the desired file once to select it.



3. Click the **Open** button or double click the file icon to open the selected file. The design layout will appear in the main window.



Importing a File

Customizer imports design files and image files in the following formats:

Design files:

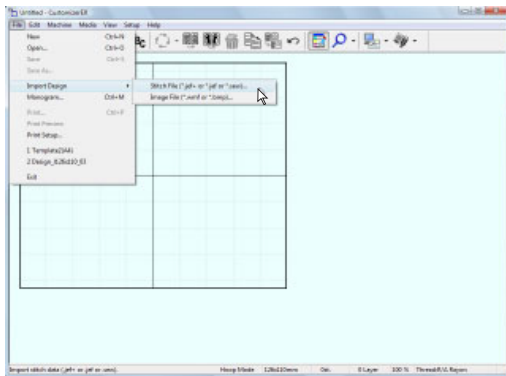
1. *.jef+
2. *.jef
3. *.sew

Image files:

1. *.bmp (bitmap images)
2. *.wmf (clip art images in Windows meta file)

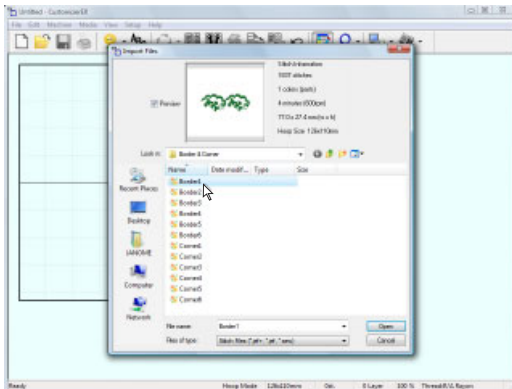
Importing a design file

1. Choose **File>Import Design>Stitch File** from the menu bar or click the **Import** icon  on the toolbar.

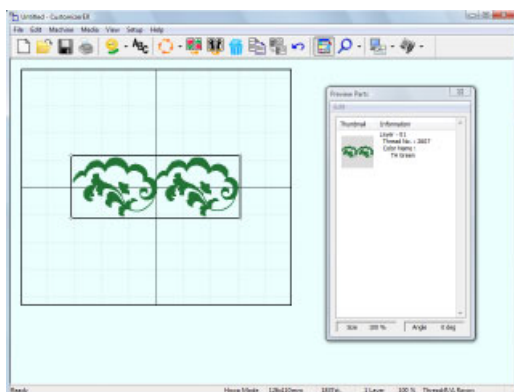


2. The **Import Files** dialog box will open. Select a folder that contains design files. Click the desired file once to select it.

A preview image and the properties of the design will appear above the file list box.

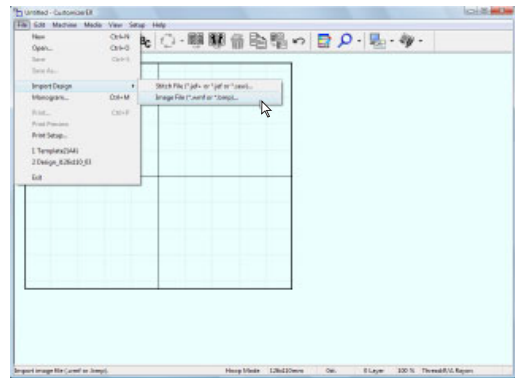


3. Click the **Open** button or double click the file icon to open the selected file. The design image will appear in the main window.

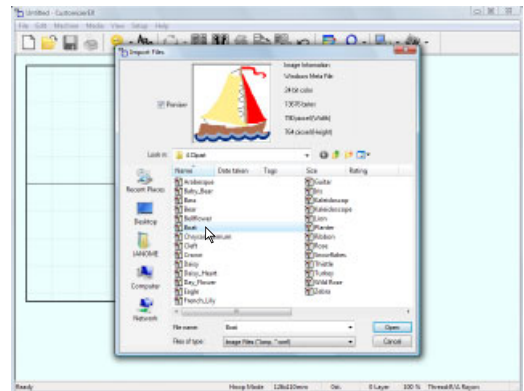


Importing an image file

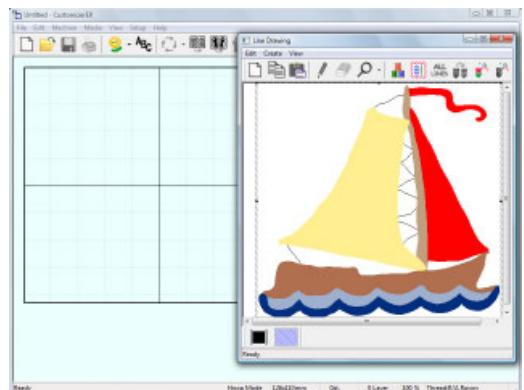
1. Choose **File>Import Design>Image File** from the menu bar or click the **Import** icon  on the toolbar.



2. The **Import Files** dialog box will open. Select a folder that contains the image file. Click the desired file to select.
- A preview and properties of the image will appear above the file list box.



3. Click the **Open** button to import the image. The **Line Drawing** window will open and the image will be displayed in the **Line Drawing** window.



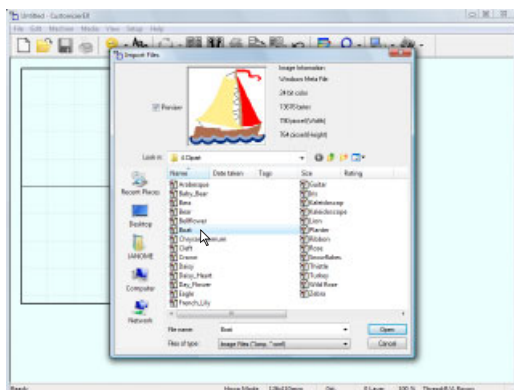
NOTE:

If you select the Hoop 140 x 200 or larger, the entire image does not fit in the **Line Drawing** window.

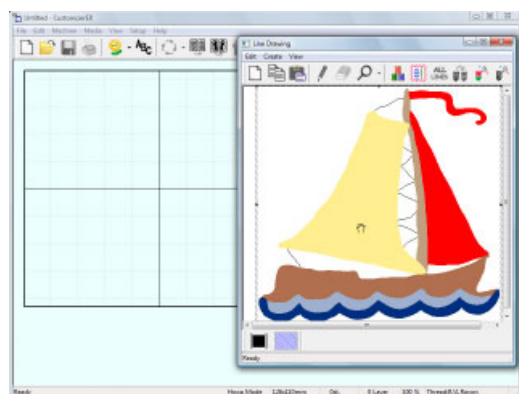
Creating an Original Design from a Color Image

You can create original designs from color images in *.bmp (bitmap) or *.wmf (Windows meta file) formats.

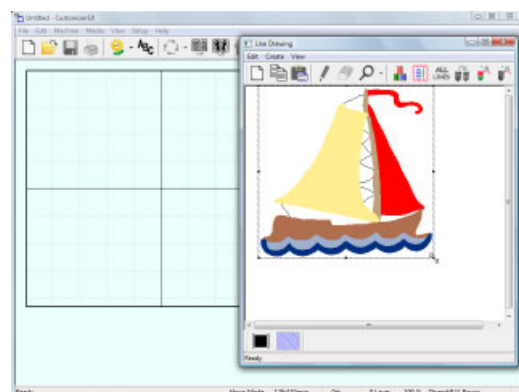
1. Import a color image (refer to the previous page).



2. Adjust the position of the color image if necessary.
To move the color image, place the mouse pointer on the image and the pointer will change to the hand tool.
Click the left mouse button and drag the image to the desired position.



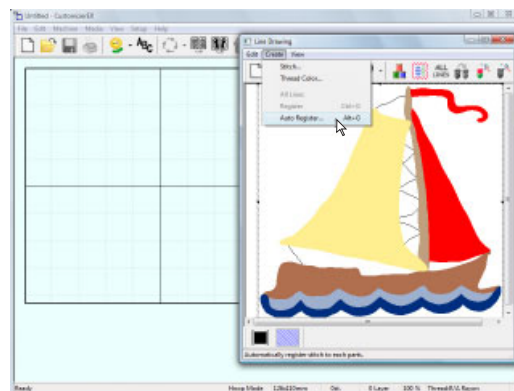
3. Adjust the size of the color image if necessary.
To resize the color image, place the mouse pointer on one of the 8 anchor points and the pointer will change to the double headed arrow.
Click the left mouse button and drag the anchor point to enlarge or to reduce the image size.



Auto register

You can create stitch data from a color image automatically with the **Auto Register** command.

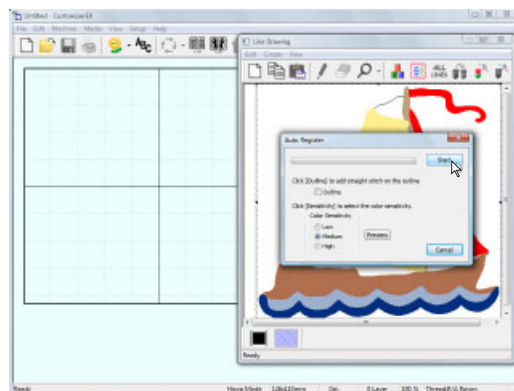
1. Choose **Create>Auto Register** from the menu bar or click the **Auto Register** icon on the toolbar in the **Line Drawing** window.
The **Auto Register** dialog box will open.



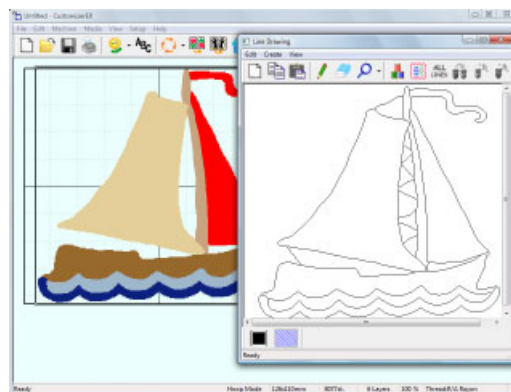
2. Click the **Start** button and the color image will be converted into stitch data. If you wish outlines to be stitched, check the outline box.

NOTE:

The color image will be converted into horizontal weave stitches only.



3. The stitch image of the design will appear in the main window and the line drawing will appear in the **Line Drawing** window.
4. Close the **Line Drawing** window to activate the main window.

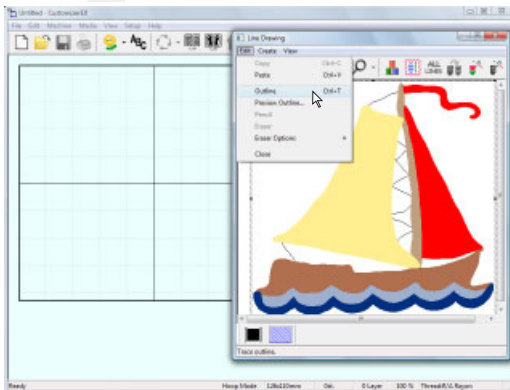


Creating a design from the line drawing

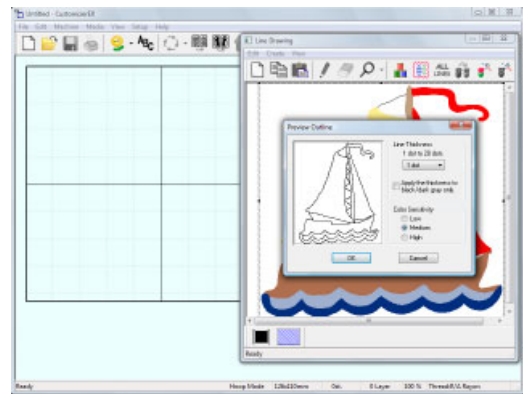
If you wish to assign desired colors and stitch types to each segment part of the design, create a line drawing from the color image, then assign desired colors and stitches to each segment part of the design.

Tracing outlines of the color image

1. Choose **Edit>Outline** from the menu bar or click the **Outline** icon on the toolbar in the **Line Drawing** window.



The **Preview Outline** dialog box will open. Adjust the line thickness and color sensitivity as necessary.

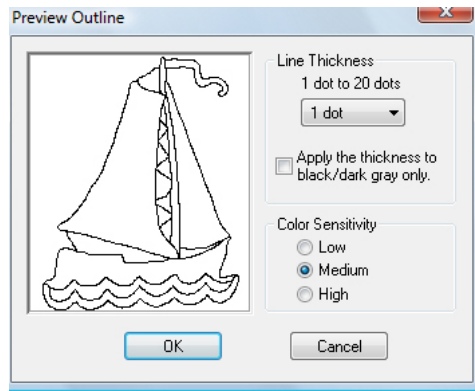


Line thickness options:

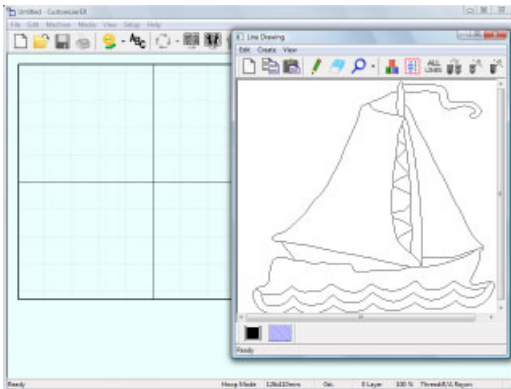
In the default settings, a line thicker than one dot will be converted into a hollow line. If you wish a thick line to be converted into a solid line, select a larger value in the line thickness options.

Color sensitivity options:

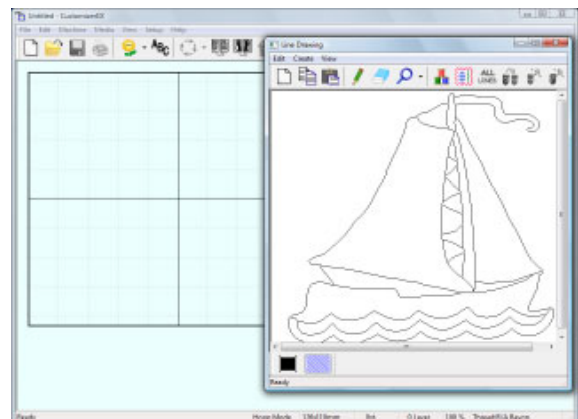
Select **Low** if the color image has varied shades of a color. Select **High** if the color image has hazed color tones.



2. The color image will be converted into an outline drawing.

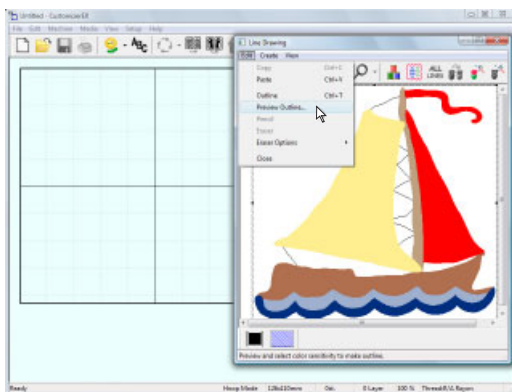


3. Click the **OK** button and a line drawing will appear in the **Line Drawing** window.



You can preview the outline drawing before converting the color image into an outline drawing.

Choose **Edit>Preview Outline** from the menu bar.

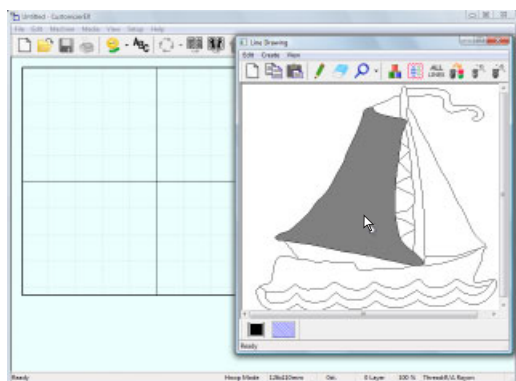


Assigning colors and stitch types to fill stitches

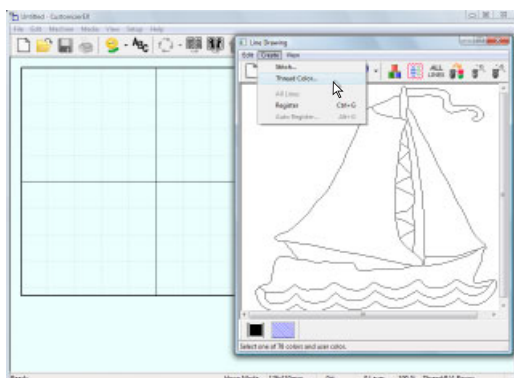
1. Click segment parts enclosed with outlines to select. The selected parts will turn to dark gray.

NOTE:

To cancel the selection, click the selected part with the right mouse button.

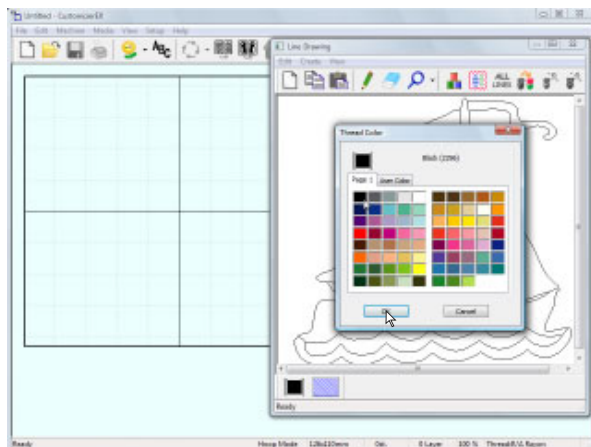


2. Choose **Create>Thread Color** from the menu bar or click the **Color** icon on the toolbar in the **Line Drawing** window.

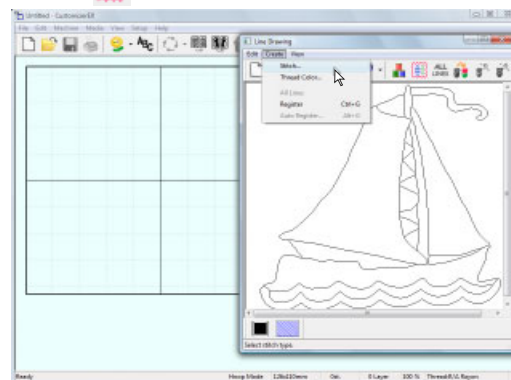


3. The **Thread Color** dialog box will open. Select the desired color by clicking the color tile. The spool icon in the upper left corner of the dialog box will change to the selected color, and the name and code number of the color will be indicated to the right on the spool icon.

4. Click the **OK** button to enable your selection.



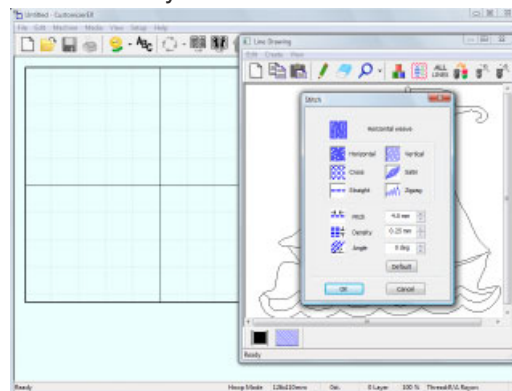
5. Choose **Create>Stitch** from the menu bar or click the **Stitch** icon on the toolbar in the **Line Drawing** window.



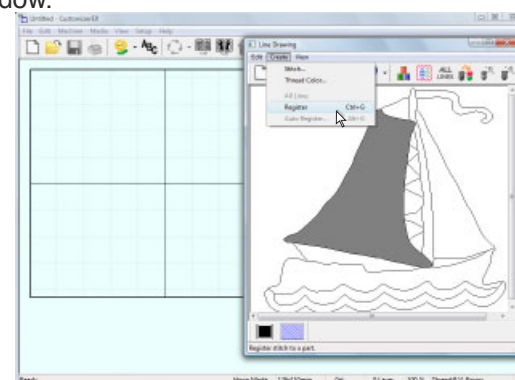
6. The **Stitch** dialog box will open. Select one of the following stitch types by clicking the stitch thumbnail:

- ① Horizontal weave
- ② Vertical weave
- ③ Cross stitch
- ④ Satin stitch

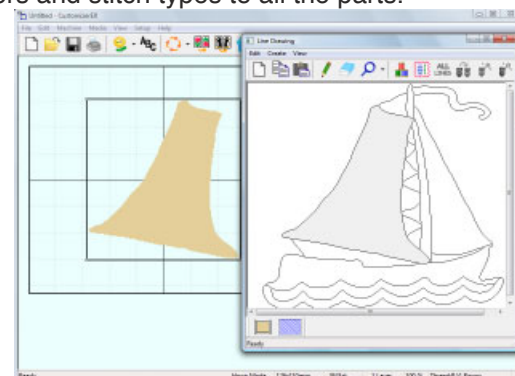
Then select the desired values for the pitch, density and angle in the lower part of the dialog box. Click the **OK** button to enable your selections.



7. Choose **Create>Register** from the menu bar or click the **Register** icon on the toolbar in the **Line Drawing** window.




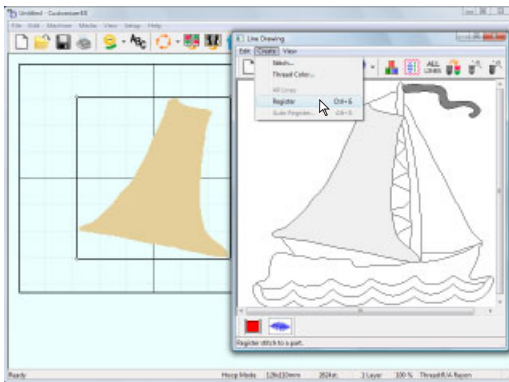
8. The selected parts will turn to light gray and a stitch image of the parts will appear in the main window.
9. Repeat steps from 1 to 8 until you have assigned thread colors and stitch types to all the parts.



The starting and ending points for satin stitches

When using satin stitches, you need to mark the starting and ending points of sewing for each part.

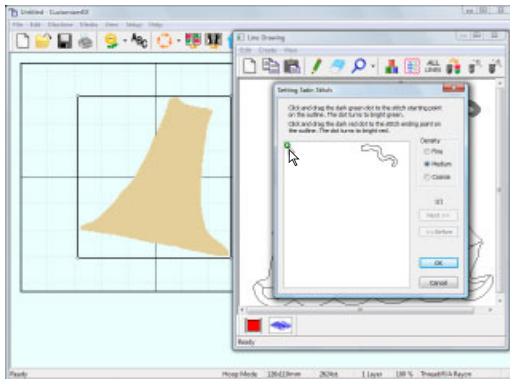
1. After selecting the parts, choose **Create>Register** from the menu bar or click the **Register** icon  on the toolbar.



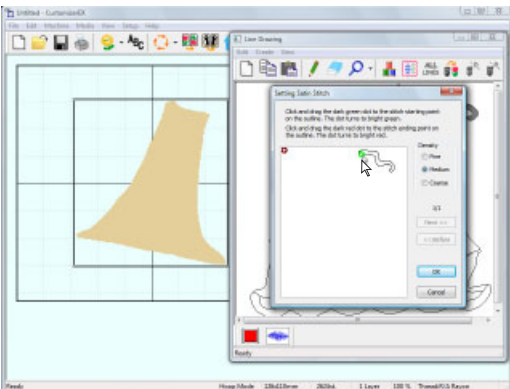
NOTE:

You can select more than one part at a time.

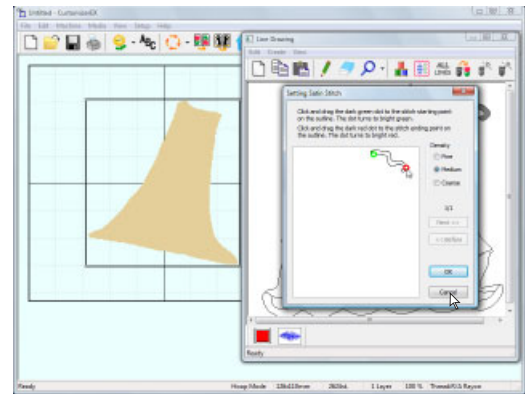
2. The **Setting Satin Stitch** dialog box will open. A sub window in the dialog box displays the first registered part. A dark green circle will appear in the upper left corner of the sub window for marking the starting point. Click and drag the dark green circle to the point on the outline of the part from which you wish to start stitching, release the left mouse button when the circle turns bright green.



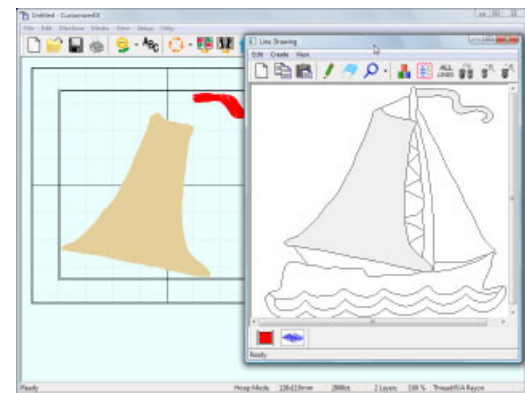
3. Under the dark green circle, a dark red circle for marking the ending point will appear. Click and drag the dark red circle to the ending point, and release the mouse button when the circle turns bright red.



4. Click the **Next** button so that the next registered part will appear in the sub window. Repeat the above steps until you set the starting and ending points for all satin stitch parts.




5. Click the **OK** button to make the stitch data. A stitch image will appear in the main window.

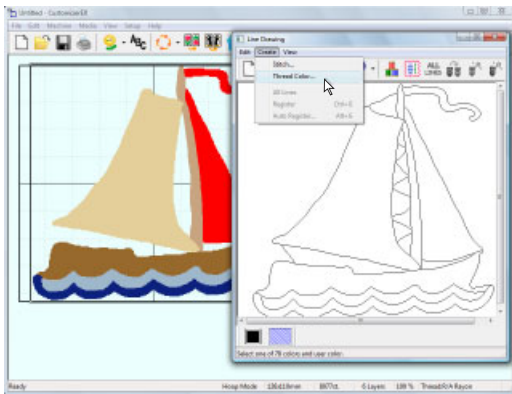


NOTE:

The satin stitch is not suitable for multi-point stars or dough-nut shaped parts.

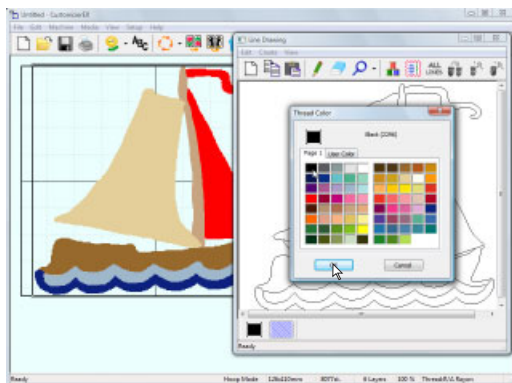
Assigning colors and stitch types to line stitches


1. Choose **Create>Thread Color** from the menu bar or click the **Color** icon  on the toolbar in the **Line Drawing** window.

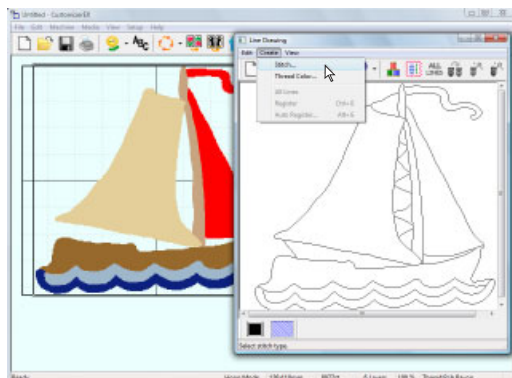


2. The **Thread Color** dialog box will open. Select the desired color by clicking the color tile. The spool icon in the upper left corner of the dialog box will change to the selected color, and the name and code number of the color will be indicated to the right on the spool icon.

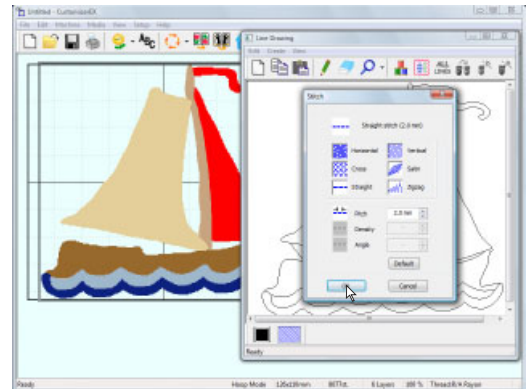
3. Click the **OK** button to enable your selection.



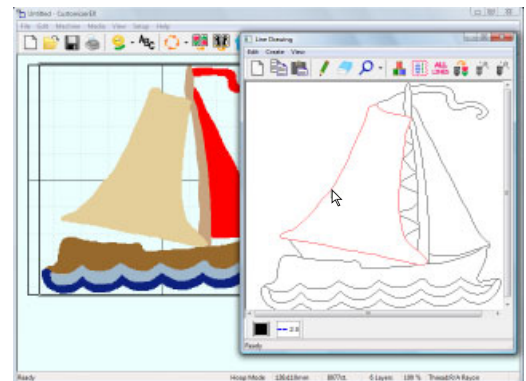
4. Choose **Create>Stitch** from the menu bar or click the **Stitch** icon  on the toolbar in the **Line Drawing** window.



5. The **Stitch** dialog box will open. Select the straight stitch or zigzag stitch. Then select the desired value for the pitch and density in the lower part of the dialog box.
6. Click the **OK** button to enable your selections.




7. Click on the outlines you wish to assign the selected color and stitch. The outline will turn to red.

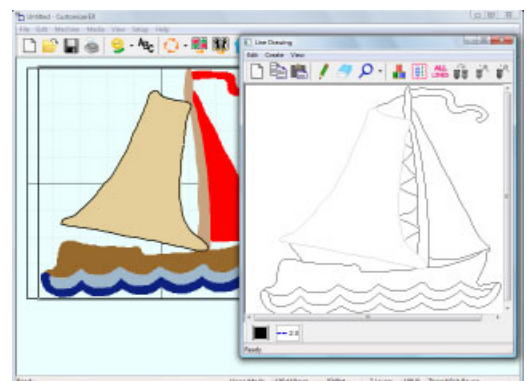


NOTES:

When you click on an outline, a segment of the line between two points, i.e. end points or junction points, will be selected. You need to click more than once to select one line if it has junction points in between.


To cancel a selection, click the selected section with the right mouse button.

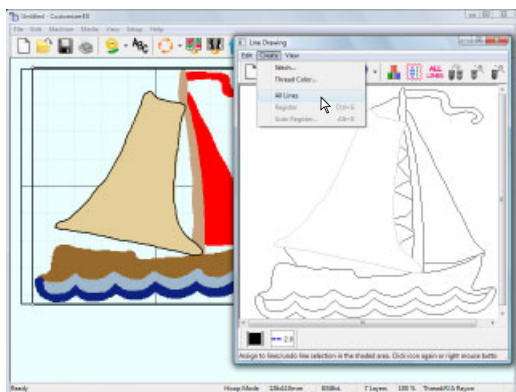
8. Choose **Create>Register** from the menu bar or click the **Register** icon  on the toolbar in the **Line Drawing** window.
9. The selected outlines will turn to light gray and a stitch image of the outlines will appear in the main window.
10. Repeat steps from 1 to 8 until you have assigned the thread color and stitch type to all the lines.



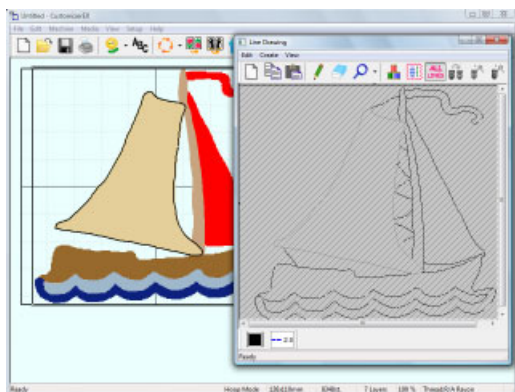
Registering all lines

You can register a color and stitch type to all the lines at one time.


1. Choose **Create>All Lines** from the menu bar or Click the **All Lines** icon  on the toolbar in the **Line Drawing** window.

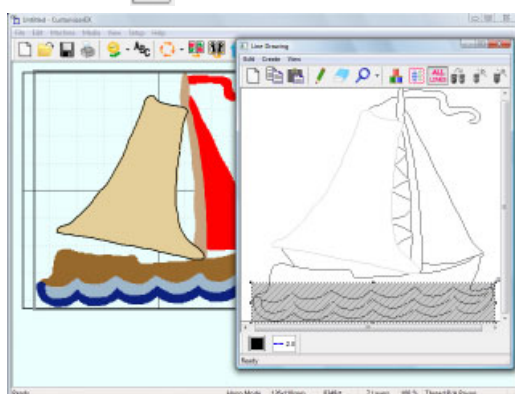


2. A shaded area with 8 anchor points will appear in the **Line Drawing** window.

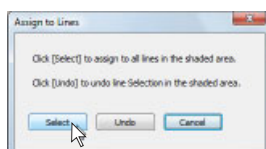



3. Adjust the size of the shaded area by dragging one of the anchor points and move the shaded area with the hand tool if necessary.

Choose **Create>All Lines** from the menu bar or click the **All Lines** icon  again.

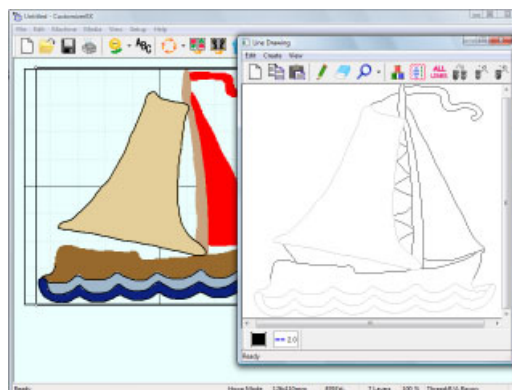


4. The **Assign to Lines** dialog box will open. Click the **Select** button to select all the lines in the shaded area.



5. The selected lines will turn to red. Choose **Create>Register** from the menu bar or click the **Register** icon  on the toolbar in the **Line Drawing** window.

6. The selected outlines will turn to light gray and a stitch image of the outlines will appear in the main window.

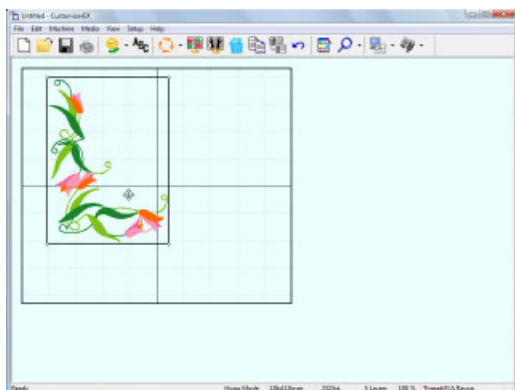


Editing a Design in the Main Window

You can move, rotate, flip and resize a design in the main window.

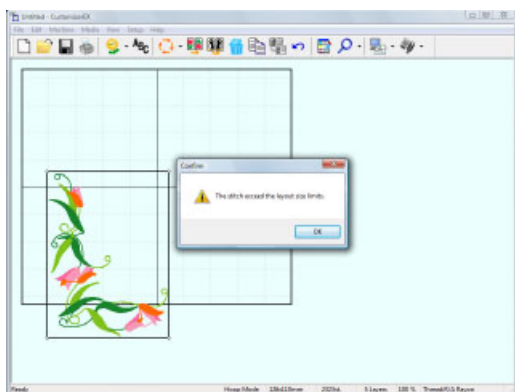
Moving a design

1. Click on a design to select. A black frame will surround the design image.
2. Drag the design with the left mouse button to the desired position.



NOTE:

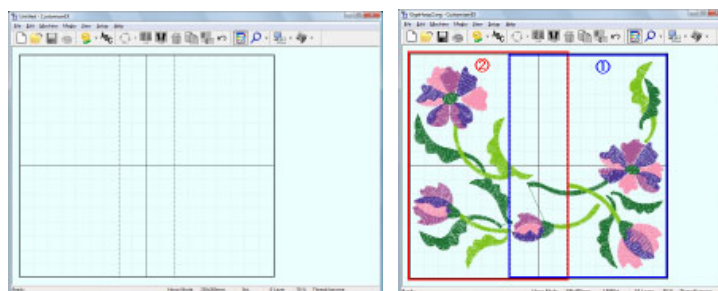
If you move the design out of the hoop area, a warning message will appear. Click the OK button and move the design to a position within the boundary.



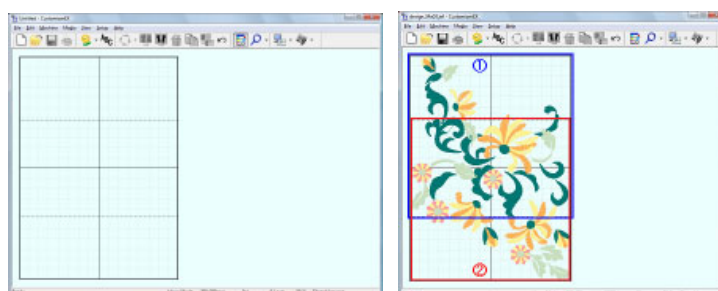
NOTE (for Giga Hoop and Hoop 200x280):

The main window of the **Giga Hoop** and **Hoop 200x280** comprises two sections (① and ②).

Giga Hoop window



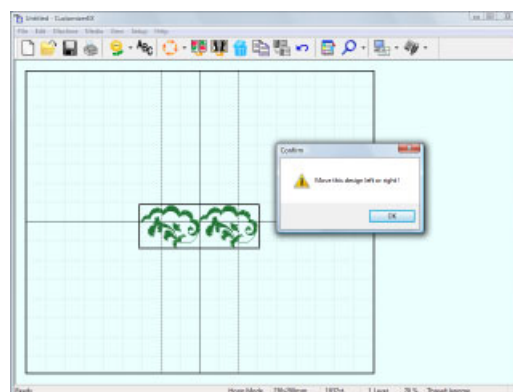
Hoop 200x280 window



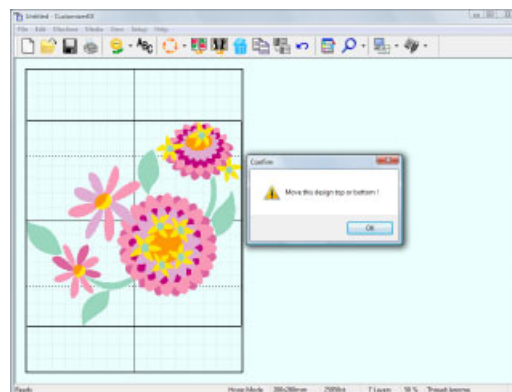
When you lay out the design, do not place it across the boundaries of 2 sections.

If the design spreads over the boundaries of 2 sections, a warning message will appear. Click the OK button and move the design to a position within the one section.

Giga Hoop



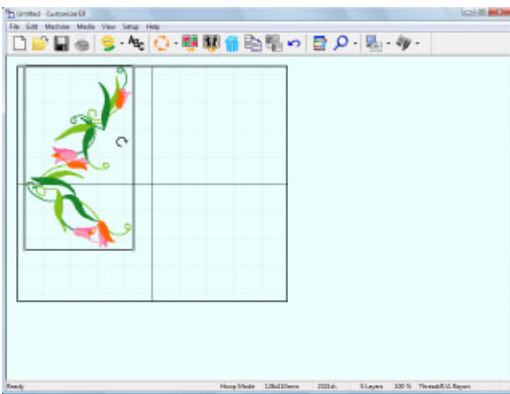
Hoop 200x280





Rotating a design

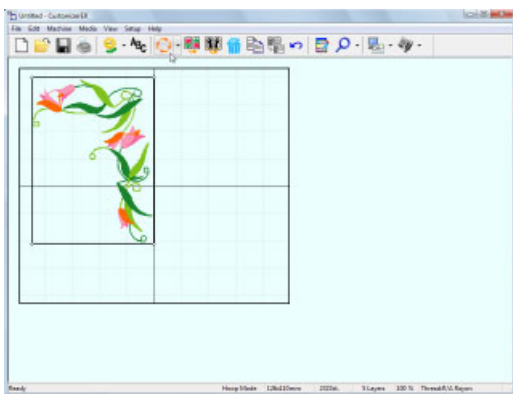
With the mouse:

1. Click on the design you wish to rotate.
2. Place the mouse pointer on the embroidery design and drag to rotate it with the right mouse button.





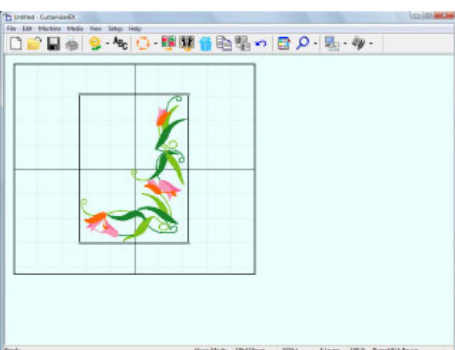
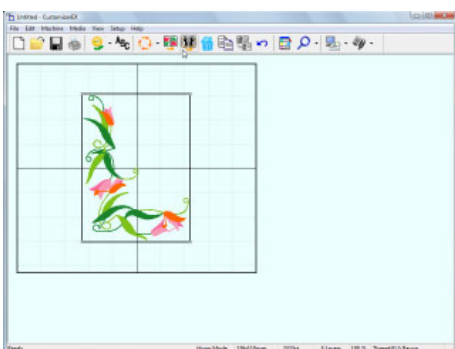
From the toolbar:

The embroidery design will rotate 90 degrees clockwise each time you click the **Rotate** icon  on the toolbar. You can also select a rotation angle from the pull down list by clicking the arrow button next to the **Rotate** icon .




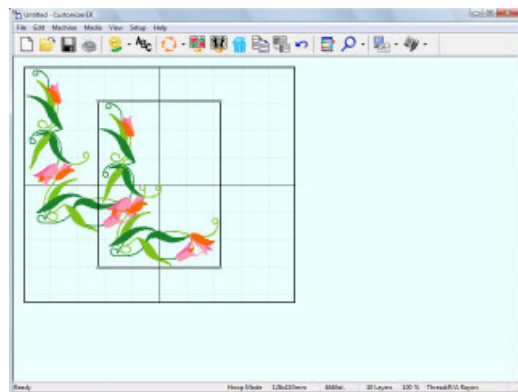
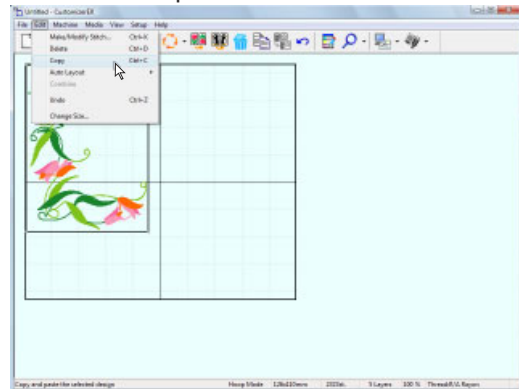
Flipping a design

1. Click on the design you wish to flip.
2. Click the **Flip Horizontal** icon  or the **Flip Vertical** icon  on the toolbar. The design will flip horizontally or vertically.



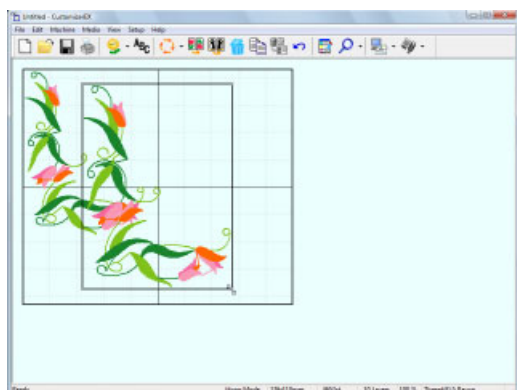
Duplicating a design

1. Click on the design you wish to duplicate.
2. Choose **Edit>Copy** from the menu bar or click the **Copy** icon  on the toolbar. A duplicate of the selected design will appear in the center of the hoop.



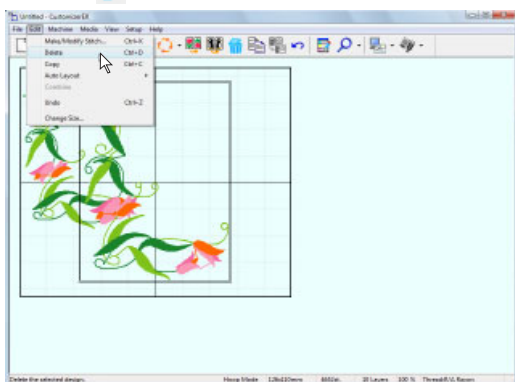
Resizing a design

1. Click on a design to select. A black frame will surround the design image.
2. Place the mouse pointer on one of the 4 anchor points. The mouse pointer will turn to a double headed arrow.
3. Drag the anchor point with the left mouse button to enlarge or reduce the design to the desired size.



Deleting a design

1. Click on the design to delete.
2. Choose **Edit>Delete** from the menu bar or click the **Delete** icon on the toolbar.



3. A confirmation dialog box will open. Click the **Yes** button to delete the selected design.



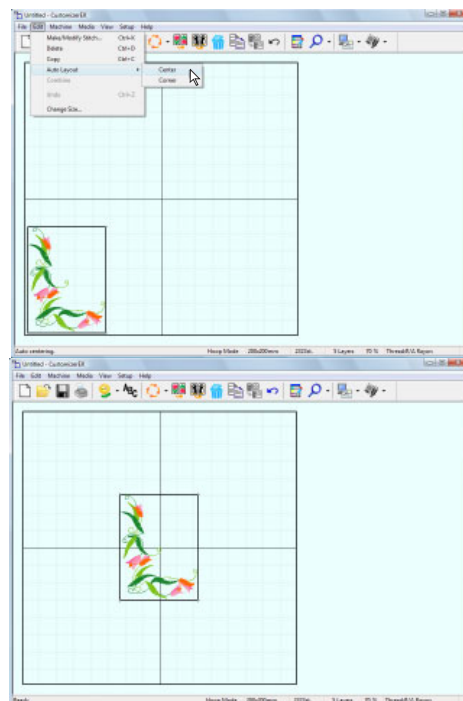
Auto layout

The auto layout command is very useful when arranging design layout.

There are two options for auto layout; **Auto Layout Center** and **Auto Layout Corner**.

Auto layout center

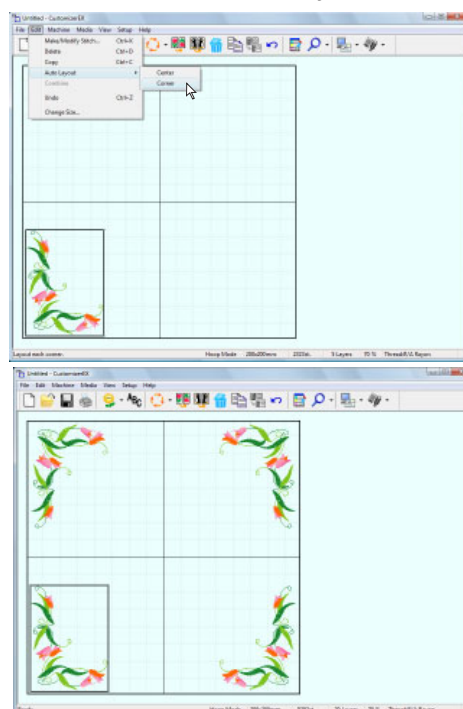
1. Select the design you wish to place in the center of the main window.
2. Choose **Edit>Auto Layout>Center** from the menu bar. The selected design will be placed in the exact center.



Auto layout corner

This option is extremely useful when making frame patterns. It automatically copies the design and places them into the 4 corners symmetrically.


1. Select the design and place it in any corner of the main window.
2. Choose **Edit>Auto Layout>Corner** from the menu bar. The selected design will automatically be copied and placed in the 4 corners of the layout.

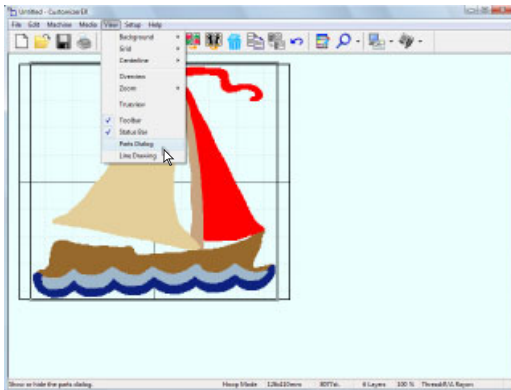


Editing Segment Parts of the Design

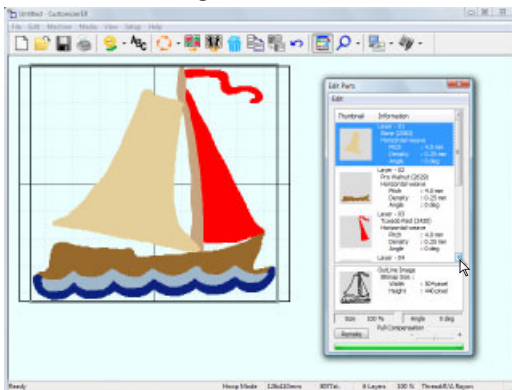
You can change thread colors, stitch types and sewing order of each segment part of the design created with this application. You can also add and delete parts to the design.

Changing thread colors and stitch types

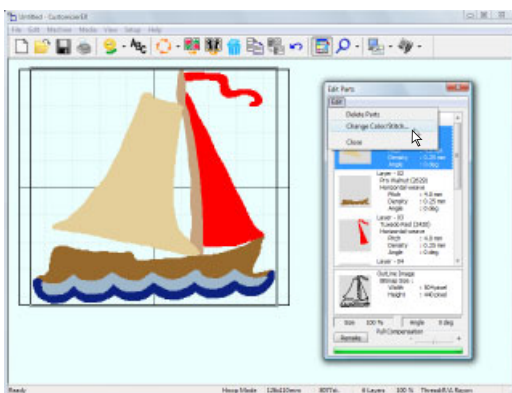
1. Select the design in the main window to edit. Choose **View>Parts Dialog** from the menu bar or click the **Edit Parts** icon  on the toolbar in the main window.



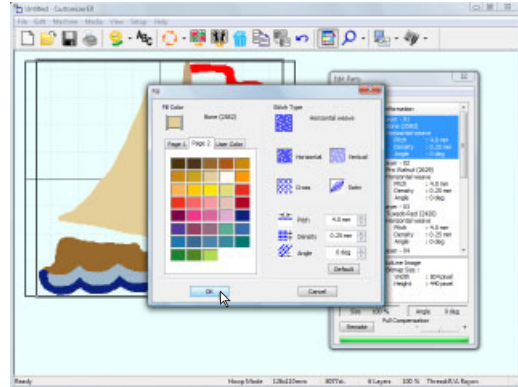
2. The **Edit Parts** dialog box will open and thumbnails of each part will be indicated in the order of sewing. The stitch properties will be indicated on the right side of the thumbnail. The list window displays up to 4 parts only. Click the scroll buttons or drag the slider to show hidden parts.



3. Choose **Edit>Change Color/Stitch** from the menu bar or double click the thumbnail of the part.



4. The **Fill** or **Line** dialog box will open. Select a new color and stitch type. Adjust the pitch, density, angle etc. of the stitch if necessary.
5. Click the **OK** button and the **Fill/Line** dialog box will close. The stitch properties in the **Edit Parts** dialog box will change to the new settings.
6. Click the **Remake** button in the **Edit Parts** dialog box, and the stitch image in the main window will reflect the changes.



NOTE:

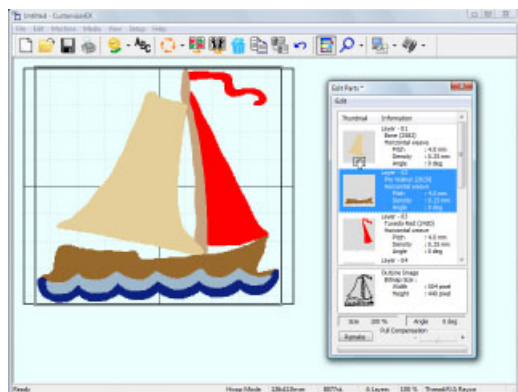
If the design was not created with this application, the stitch type cannot be changed. The **Preview Parts** dialog box will open instead of the **Edit Parts** dialog box.

Changing sewing order of segment parts

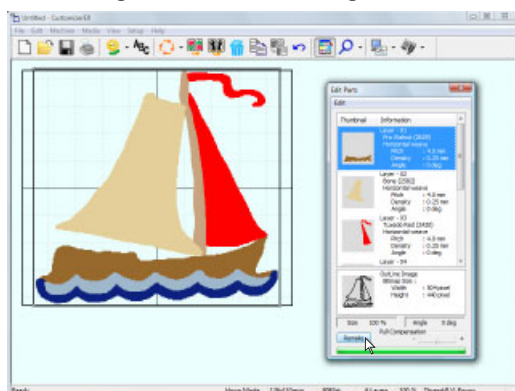
NOTE:

If the design was not created with this application, the sewing order cannot be changed. The **Preview Parts** dialog box will open instead of the **Edit Parts** dialog box.

1. Click the thumbnail of the segment part, of which you wish to change the sewing order. The thumbnail and stitch properties will be highlighted.
2. Drag the part with the left mouse button to the desired level and release the mouse button.
If you wish to move the selected part to a hidden level, drag the part to the top or bottom of the list window so the window will automatically scroll.



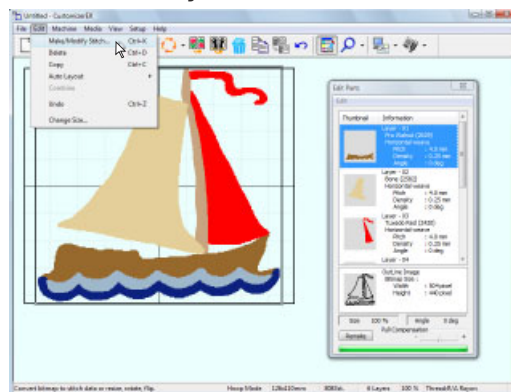
3. Click the **Remake** button in the **Edit Parts** dialog box, and the sewing order will be changed.



Modifying a Design

You can flip, rotate and resize a design in the **Make Stitch** dialog box.

1. Select the design in the main window to edit. Choose **Edit>Make/Modify Stitch** from the menu bar.



2. The **Make Stitch** or **Modify Stitch** dialog box will open.

To flip the design:

Select **Flip horizontal** or **Flip vertical**, and click the **OK** button.

To rotate the design:

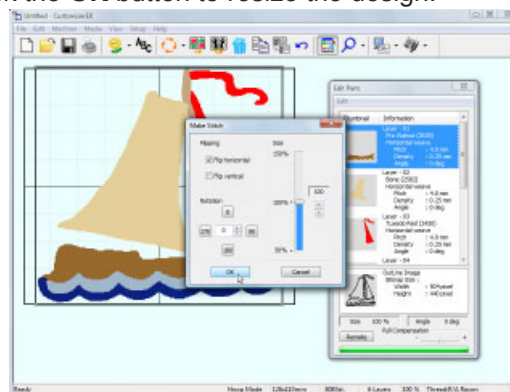
Click the angle button or click the arrow buttons to select the rotation angle. You can enter an angle value directly from the keyboard. Click the **OK** button to rotate the design.

To resize the design:

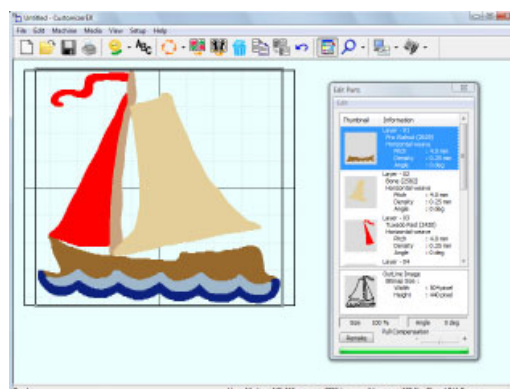
Click the arrow buttons to select the size or drag the slider up or down.

A blue scale bar indicates the resizing range, which is dependent on the angle of the design.


Click the **OK** button to resize the design.

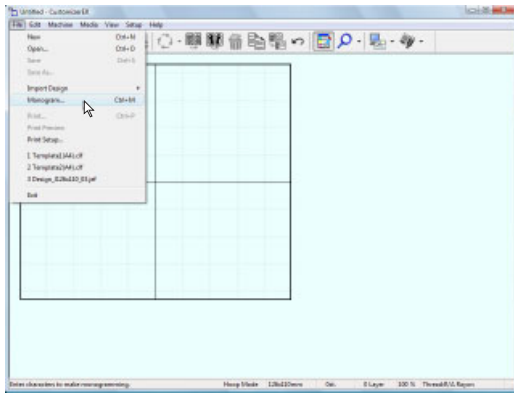


3. The stitch image in the main window will reflect the changes.



Monogramming

1. Choose **File>Monogram** from the menu bar or click the **Monogram** icon  on the toolbar.



2. The **Monogram** dialog box will open. Select the desired font from the list box. The following 10 fonts are available:

- | | | |
|---------------|-----------|--------------|
| ① Bauhaus | ② Brush | ③ Cheltenham |
| ④ First Grade | ⑤ Galant | ⑥ Gothic |
| ⑦ Hollowblock | ⑧ Jupiter | ⑨ Script |
| ⑩ Typist | | |

3. Click one of the 3 **Font Size** button (S, M or L) to select the relative letter size.
Enter characters from the keyboard.

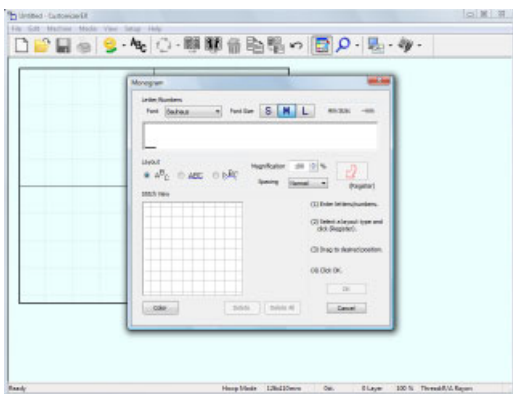
NOTE:

The font and font size can be applied to individual characters.

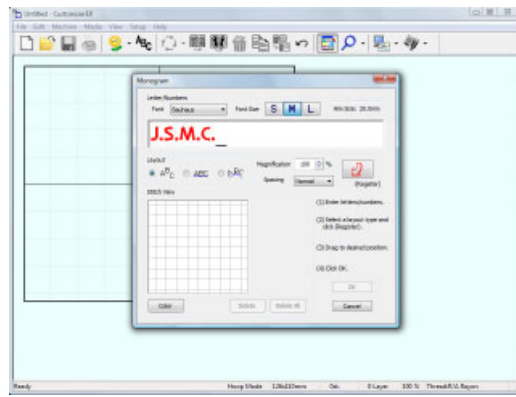
4. Select one of the 3 **Layout** options (Free layout, Straight layout and Arc layout).
Select the size and spacing from the pull down list.

NOTE:

The size and spacing are applied to the entire text.

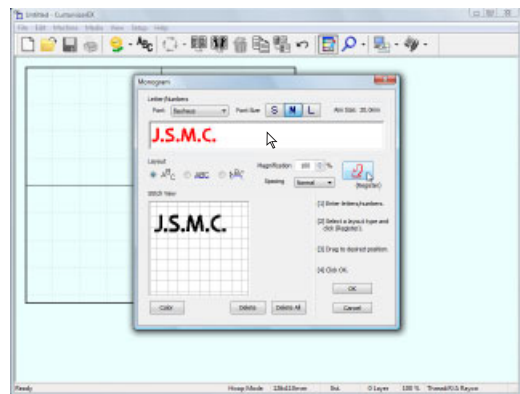


5. Enter desired characters from the keyboard.

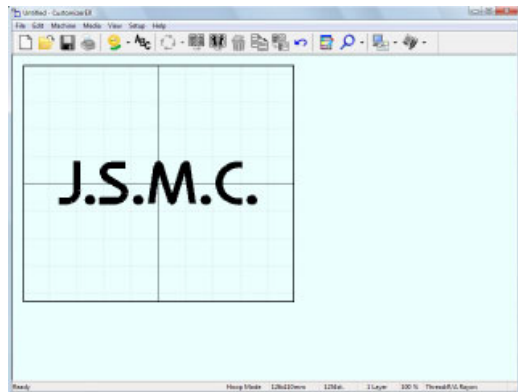


6. Click the **Register** arrow button and the stitch image of the characters will appear in the **Stitch View** sub window.

7. Click the **OK** button.



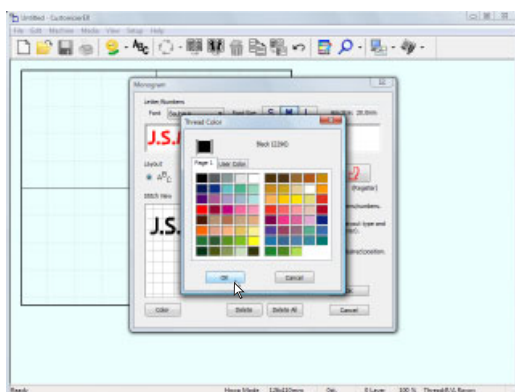
8. A stitch image of the monogram design will appear in the main window.



Editing a monogram in the Stitch View window

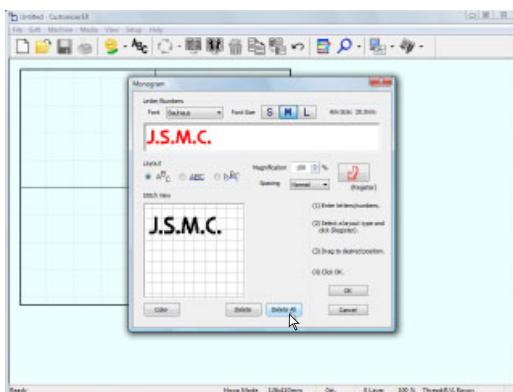
Changing a thread color

Click the **Color** button and the **Thread Color** dialog box will open. Select the desired color and click the **OK** button in the **Thread Color** dialog box. The stitch image in the **Stitch View** sub window will be indicated in the selected color.



Deleting characters

Click the **Delete All** button to delete all of the characters. In the **Free Layout** mode, you can delete an individual character. Click the desired character in the **Stitch View** window and click the **Delete** button.

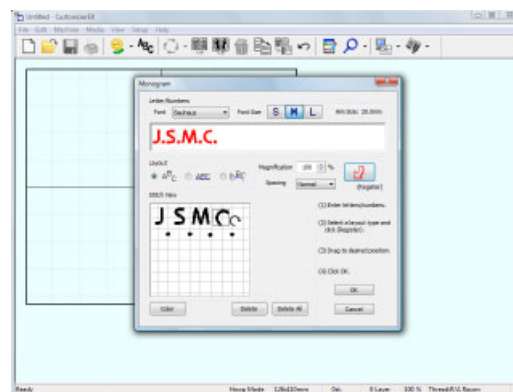


Layout of the monogram

Free layout

Each characters can be moved and rotated individually. Click and drag the desired character to the desired position with the left mouse button.

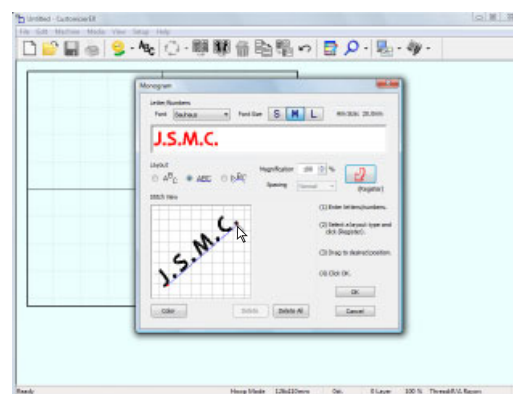
Click and drag the desired character to rotate with the right mouse button.



Straight layout

A text line can be stretched, shrunk and rotated.

Click and drag the one of the 2 anchor points with the left mouse button to adjust the layout.

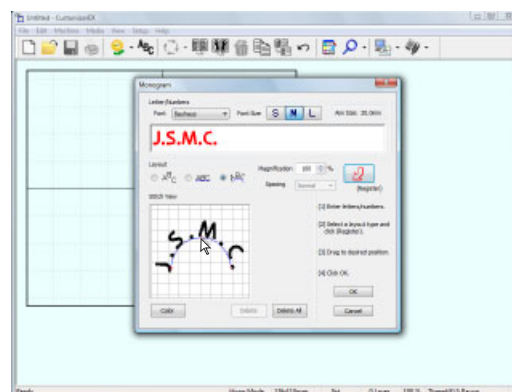


Arc layout

You can make an arc of monogram.

Click and drag the center anchor point with the left mouse button to form an arc.

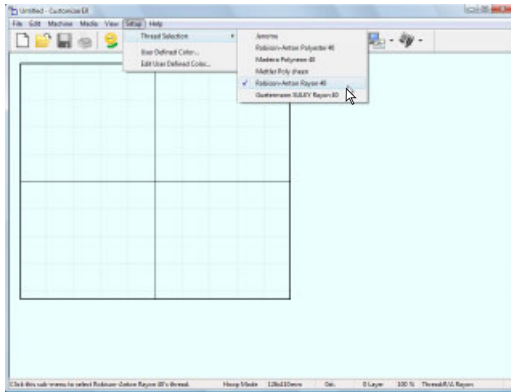
Click and drag one of the end anchor points with the left mouse button to stretch or shrink the arc.



Selecting a Brand of Threads

1. Choose **Setup>Thread Selection** from the menu bar and 6 popular brands of threads will be indicated in the pull down menu.

2. Click the desired brand to select it.



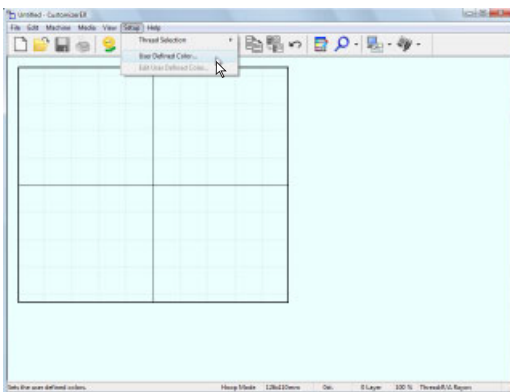
3. The brand name will be indicated at the right end of the status bar. The color names and code numbers for the selected brand will be indicated in the respective dialog boxes.



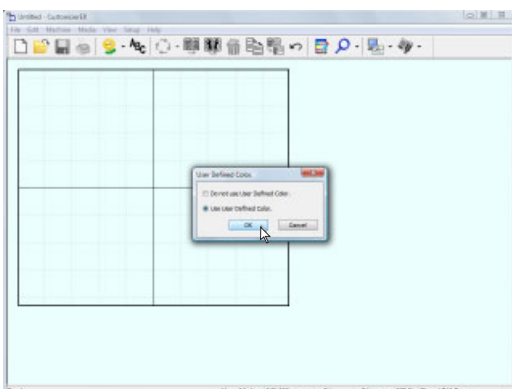
User Defined Colors

If you use embroidery threads other than the above 6 brands, you can simulate special colored threads on the screen by making original colors.

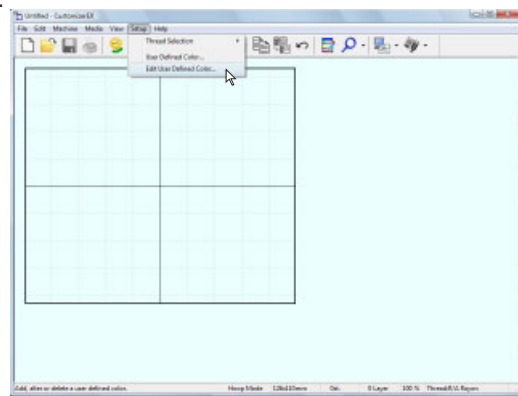
1. Choose **Setup>User Defined Color** from the menu bar.



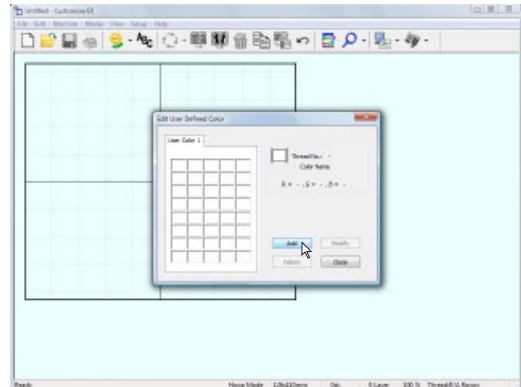
2. A confirmation message will appear. Click **Use User Defined Color** and click the **OK** button.



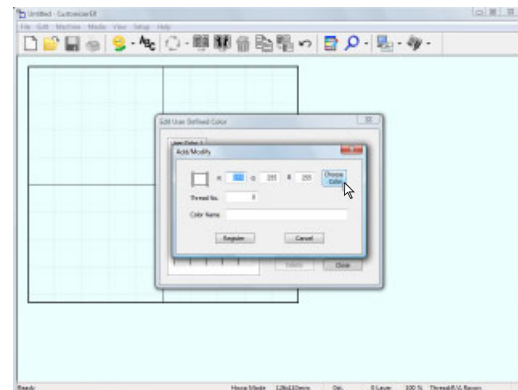
3. Choose **Setup>Edit User Defined Color** from the menu bar.



3. The **User Defined Color** dialog box will open. Click the **Add** button.

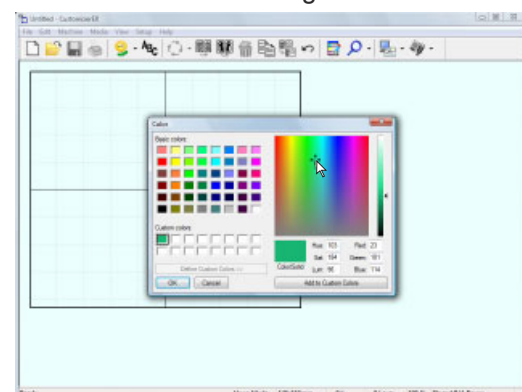


3. The **Add/Modify** dialog box will open. Click the **Choose Color** button.



4. The **Color** dialog box will open. Select the nearest color from the **Basic colors** pallet and click the **OK** button. To make your own color, click in the sub window on the right to pick an equivalent color and click the **Add to Custom Colors** button, then click the **OK** button.

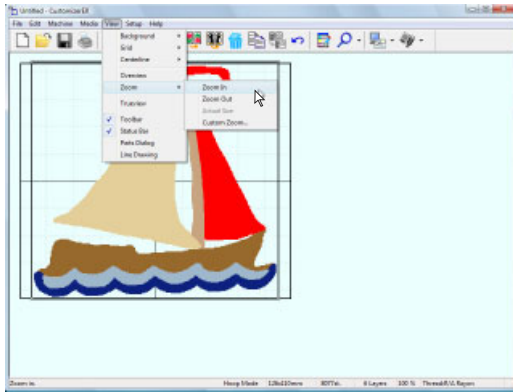
5. The spool icon in the **Add/Modify** dialog box will turn to the custom color. Enter a code number and name for the color if necessary. Click the **Register** button and the custom color will be shown in the **User Color** pallet of the **Fill/Line or Thread Color** dialog box.



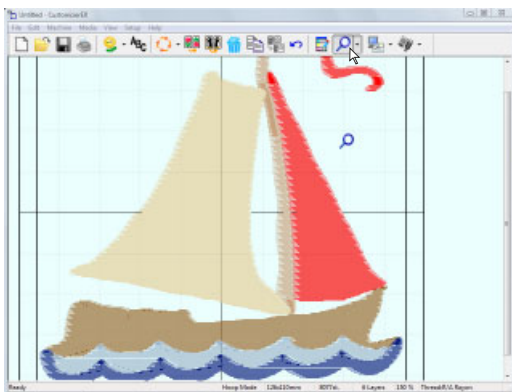
Viewing a Design Image

Zooming in/out

1. Click the **Zoom** icon on the toolbar. The mouse pointer will turn into a magnifier tool.



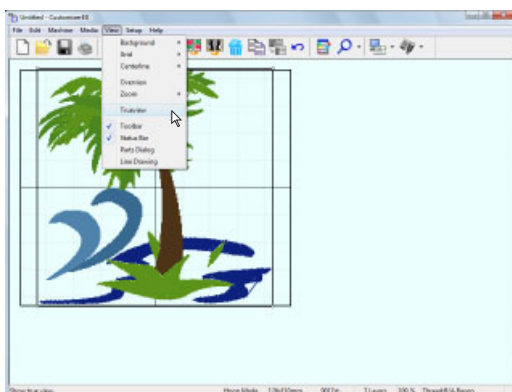
2. Click the left mouse button to zoom in on the window, or click the right mouse button to zoom out on the window. You can select the zooming percentage from the **Zoom** pull down menu.
3. To quit the zooming command, click the **Zoom** icon again.



Trueview

Choose **View>Trueview** from the menu bar and the design will be shown as a simulated image of the stitched out embroidery.

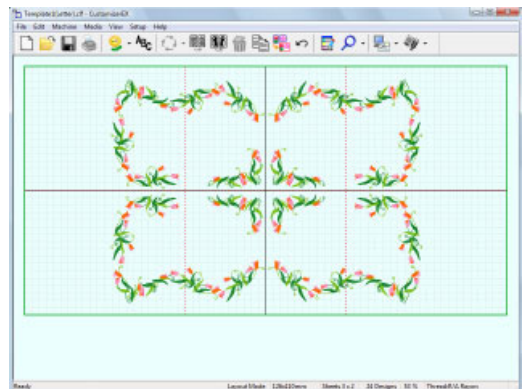
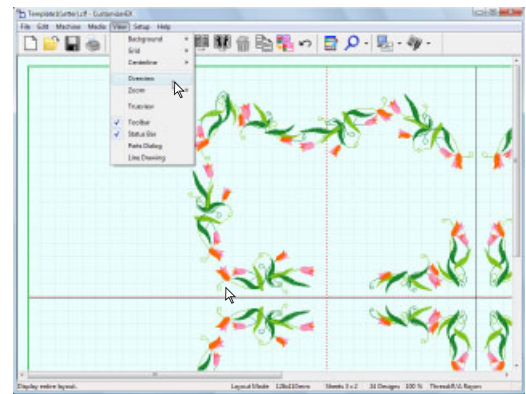
To return to the normal view, choose **View>Trueview** again.



Overview

Choose **View>Overview** from the menu bar to fit the main window or template sheets layout to the screen.

You can view an entire design layout in the **Layout Mode**.



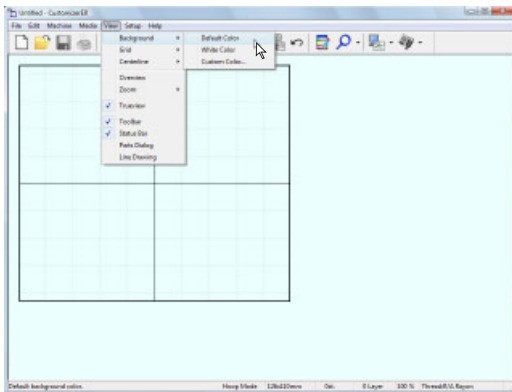
Customizing the Window

Background color

Choose **View>Background** from the menu bar and the background color options will appear in the pull down menu. Select the **Default Color** (pale blue), **White** or **Custom Color** for the background of the window.

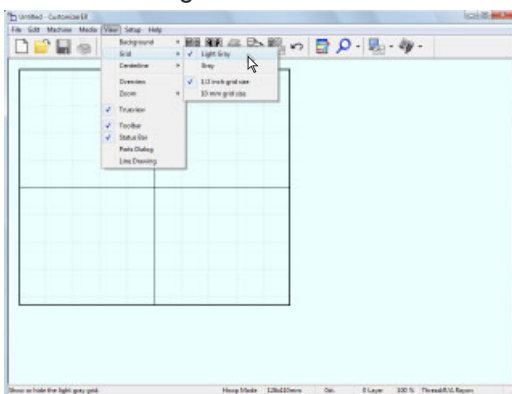
NOTE:

Refer to the instructions on **User Defined Color** (page 18) for making a custom color.



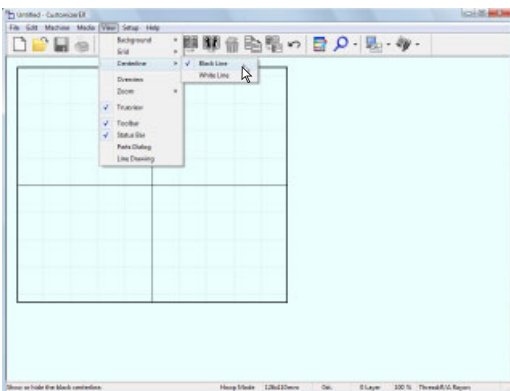
Grid color and size

Choose **View>Grid** from the menu bar and the grid options will appear in the pull down menu. Select **Light Gray** or **Gray** for the grid color, and select **1/2 inch** or **10 mm** for the grid size.



Centerlines

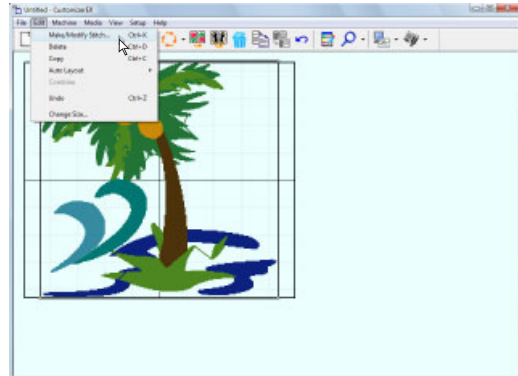
Choose **View>Centerline** from the menu bar and the centerline options will appear in the pull down menu. Select **Black Line** or **White Line** for the color of the centerlines.



Modifying a design

You can flip, rotate and resize a design in the **Make/Modify Stitch** dialog box.

1. Select a design to modify. Choose **Edit>Make/Modify Stitch** from the menu bar in the main window.



2. The **Make/Modify Stitch** dialog box will open.

To flip the design:

Select **Flip horizontal** or **Flip vertical** and click the **OK** button.

To rotate the design:

Click the angle button or click the arrow buttons to select the rotation angle. You can enter an angle value directly from the keyboard. Click the **OK** button to rotate the design.

To resize the design:

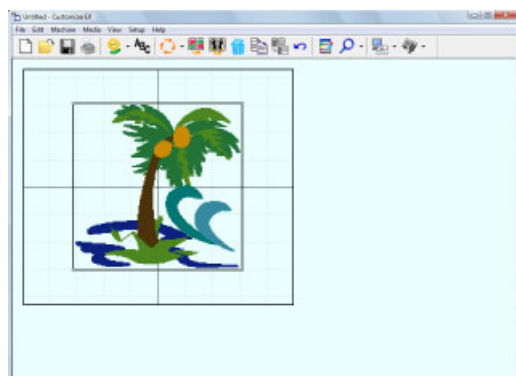
Click the arrow buttons or drag the slider up or down to select the size.

A blue scale bar indicates the resizing range, which is dependent on the angle of the design.

Click the **OK** button to resize the design.



3. The stitch image in the main window will reflect the changes.




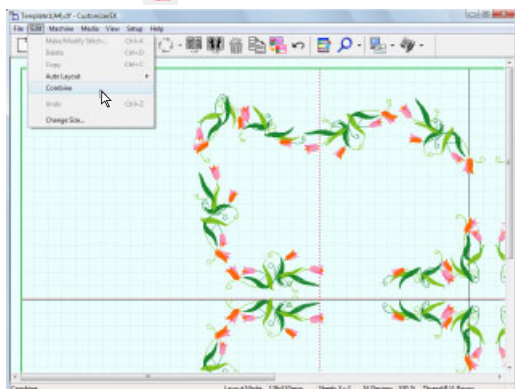
Combining designs

You can combine two or more designs into one sewing group if the designs stay within the embroidery area of the selected hoop.

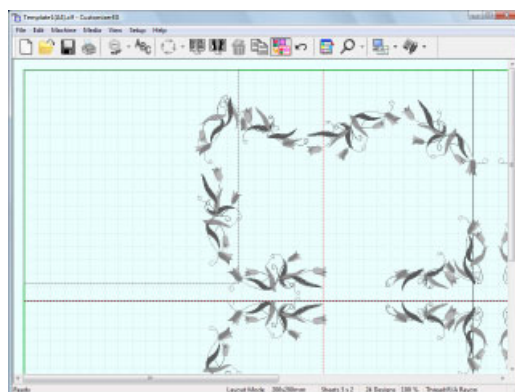
NOTE:

This function is available only in the Layout Mode.

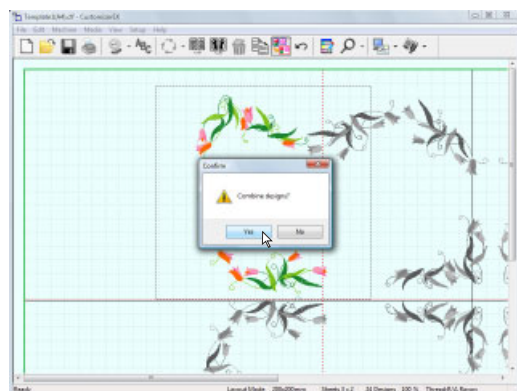
1. Choose **Edit>Combine** from the menu bar or click the **Combine** icon  on the toolbar.



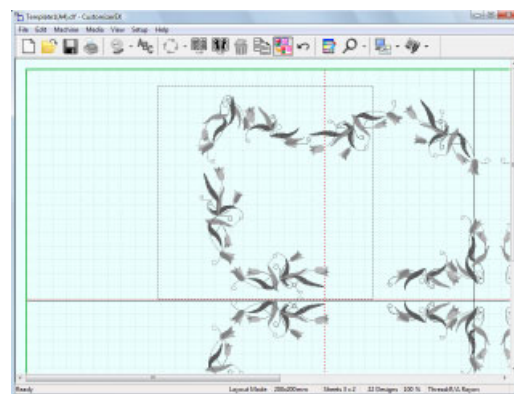
2. A dotted frame indicating the maximum area of the selected hoop will appear in the upper left corner of the main window. The design images will turn to grayscale.




3. Click and drag the dotted frame over adjacent designs. The design images will return to their original color if they stay within the dotted frame.
4. A confirmation dialog box will open when you release the left mouse button. Click the **Yes** button.



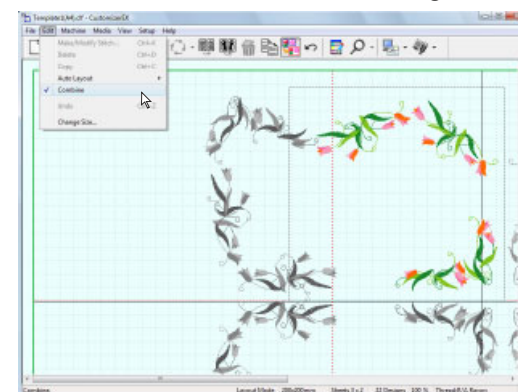
5. The designs will be combined into a sewing group.




6. Repeat step 3 and 4 to combine other designs. Choose **Edit>Combine** or click the **Combine** icon  again to quit the combine command.

NOTE:

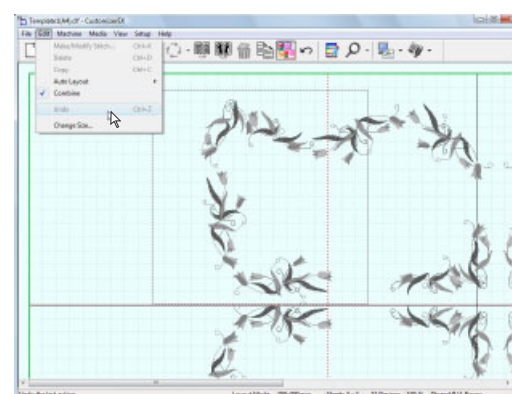
If the designs exceed the embroidery area, cancel the **Combine** command and relocate the designs to start over.



Undo

You can undo the last performed action by choosing **Edit>Undo** from the menu bar or by clicking the **Undo** icon  on the toolbar.

However, the undo command is not effective to the combine command.



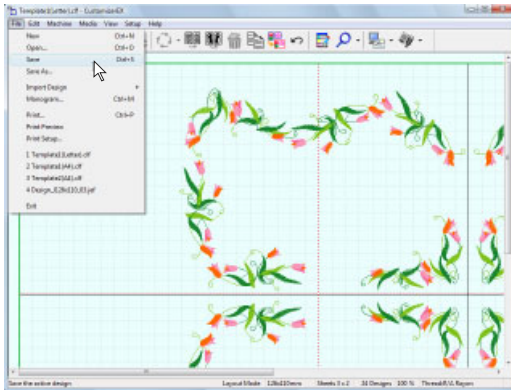
Saving Designs as a File

The designs laid out in the **Layout Mode** and **Giga Hoop Mode** will be saved as a layout file in *.clf format.

In the **Hoop Mode**, designs can be saved either in *.clf or *.jef format. When saving the designs in *.jef format, they will be combined and saved as a single design.

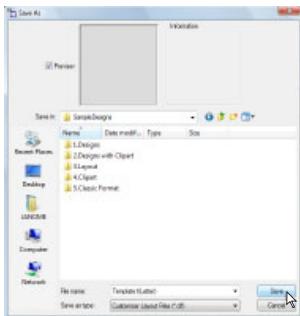
Saving a current file


Choose **File>Save** from the menu bar in the main window. The current file will overwrite the original file and be saved under the same name, in the same format.

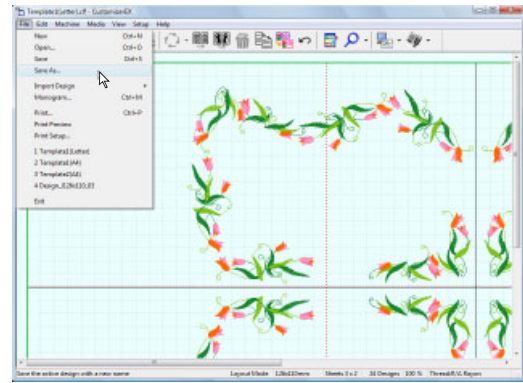


If the current file is untitled (newly created), the **Save As** dialog box will open. Click the **Save** button to save the file with the name "Untitled".

If you wish to assign a file name, enter the desired name in the **File name** list box and click the **Save** button.



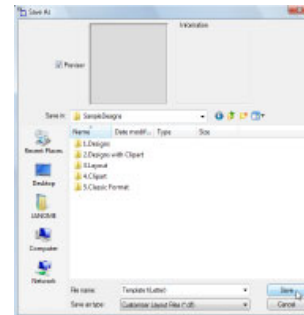
To save a file under a different name, choose **File>Save As** from the menu bar or click the **Save As** icon  on the toolbar.



The **Save As** dialog box will open. Select either *.clf or *.jef format and enter the desired file name. Click the **Save** button, and the file will be saved under the new name and in the selected format.

NOTE:

In the Layout Mode, files cannot be saved in *.jef format.



FILE MANAGEMENT

File Management with PC-Link

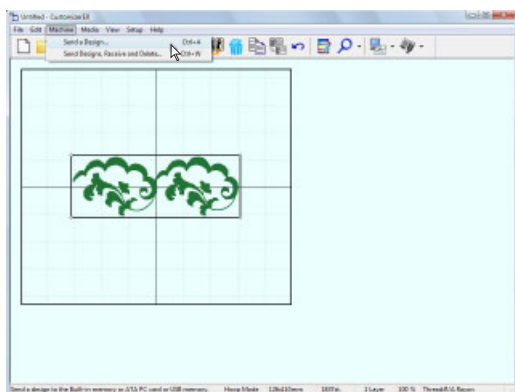
NOTE:

This feature is available only with the specific models of embroidery machine.
Please consult the instruction manual of your machine if it is compatible with PC-Link or not.

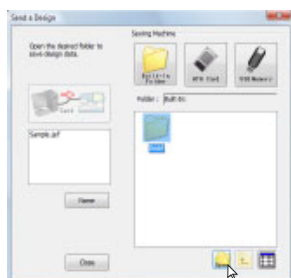
First, connect the machine and PC with a USB cable.
The PC must have been installed with the USB driver for the machine (Jsmc860.sys) included in Customizer EX CD-ROM.

Sending a current file to the machine

1. Choose **Machine>Send a Design** from the menu bar or click the **Send a Design** icon  on the toolbar.



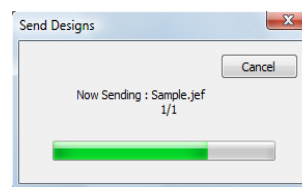
2. The **Send a Design** dialog box will open.
Select the **“Embf”** folder from the memory locations in the machine (built-in memory, ATA card or USB memory).
3. Click the **Open** button to open the selected folder.



NOTES:

The **“Embf”** folder will automatically be created in the **“EMB”** folder, which will also automatically be created.
However, the **“EMB”** folder will not be displayed in the file managing dialog boxes.

4. Click the **Send** button and the **Send Designs** dialog box will open. When data transfer is completed, the data will be saved as a *.jef file in the selected folder in the machine.



NOTES:

When sending a design layout, the data of component designs will be saved as *.jef files individually, since the machine does not recognize layout files (*.clf).


The name of the files will be suffixed with sewing order and group index.

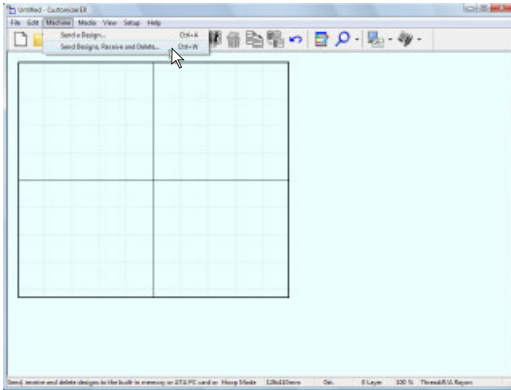
Example: Untitled01#a.jef
Untitled02#a.jef
Untitled03#a.jef

When sending a design, which has more than 100,000 stitches, the file will automatically be divided into multiple files.

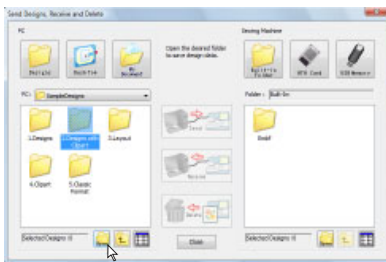
Sending designs to the machine

You can send 2 or more designs to the machine at a time.

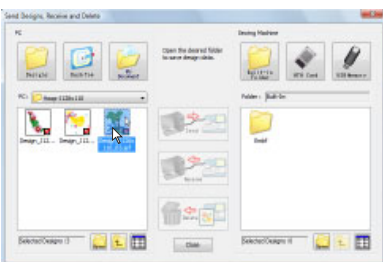
1. Choose **Machine>Send Designs, Receive and Delete** from the menu bar or click the **Designs** from the pull down list of the **Send a Design** icon  on the toolbar.



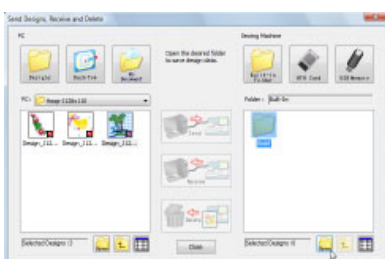
2. The **Send Designs, Receive and Delete** dialog box will open.
Select a folder, from the PC file list on the left, which contains design data you wish to send.
3. Click the **Open** button or double click the folder icon in the list box. The file list will be displayed in the list box on the left.



4. Click the desired *.jef file to select and the check box will be checked. You can select as many files as you wish.



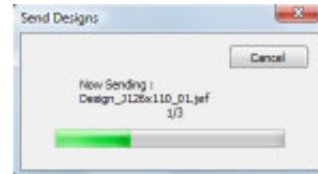
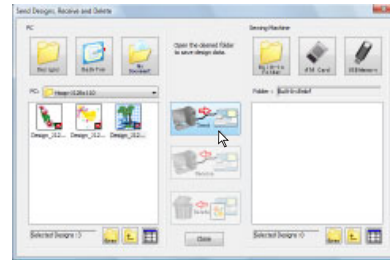
5. Select the **"Embf"** folder from the memory locations in the machine (built-in memory, ATA card or USB memory). Click the **Open** button to open the selected folder.



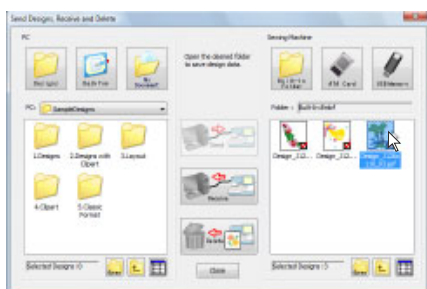
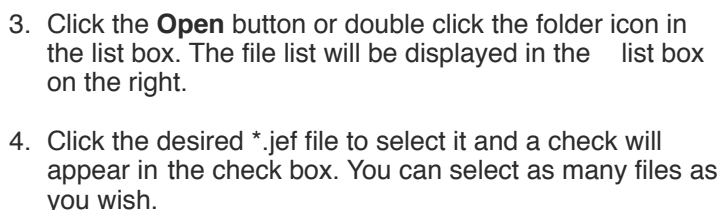
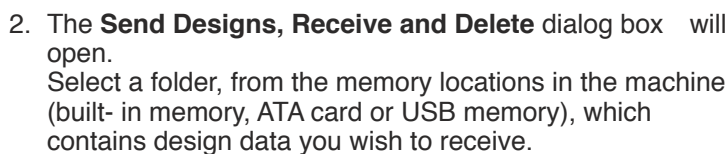
6. Click the **Send** button and the **Send Designs** dialog box will open. When data transfer is completed, each design will be saved as an individual *.jef file in the selected folder in the machine.

NOTE:

You cannot send a design which has more than 100,000 stitches.




1. Choose **Machine>Send Designs, Receive and Delete** from the menu bar or click **Designs** from the pull down list of the **Send a Design** icon on the toolbar.



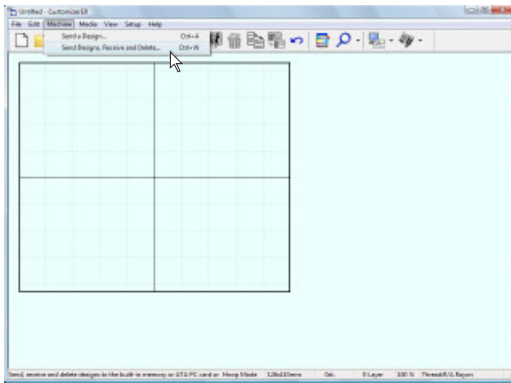
-
- The screenshot shows the 'Send Designs, Recipients and Details' dialog box. The 'PC' section has 'Condensates 03' selected. The 'Device' section has 'Design_012...' selected. The 'Output' section has 'Design_012...' selected. The 'Close' button is highlighted.

-
- The screenshot shows the 'Send Designs, Revenue and Data' dialog box in SolidWorks. The 'PC' section has 'My Computer' selected. The 'Desktop' section shows three folders: 'Design_1', 'Design_2', and 'Design_3'. The 'Send' button is highlighted with a mouse cursor.

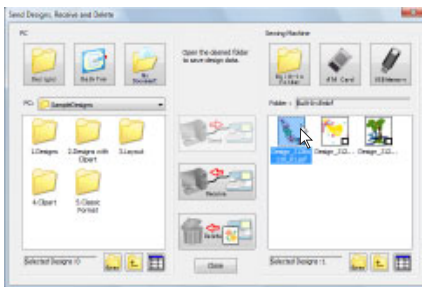
- 

Deleting designs from the machine

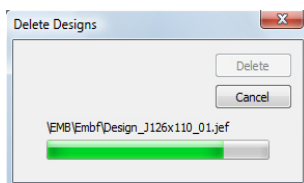
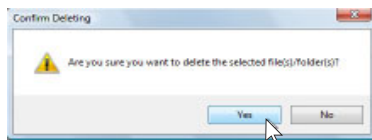
1. Choose **Machine>Send Designs, Receive and Delete** from the menu bar or click **Designs** from the pull down list of the **Send a Design** icon  on the toolbar.



2. The **Send Designs, Receive and Delete** dialog box will open.
Select a folder, from the memory locations in the machine (built- in memory, ATA card or USB memory), which contains design data you wish to delete.
3. Click the **Open** button or double click the folder icon in the list box. The file list will be displayed in the list box on the left.
4. Click the *.jef files you wish to delete and a check will appear in the check box. You can select as many files as you wish.



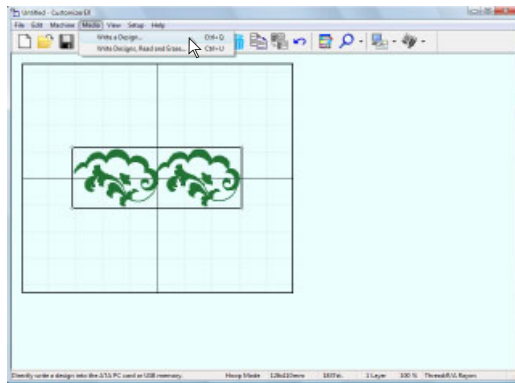
5. Click the **Delete** button and a confirmation dialog box will open. Click the **Yes** button to delete the selected design(s).



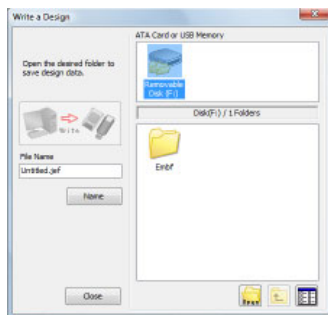
File Management with a PC Card and USB Memory

Writing a current file onto the PC card or USB memory

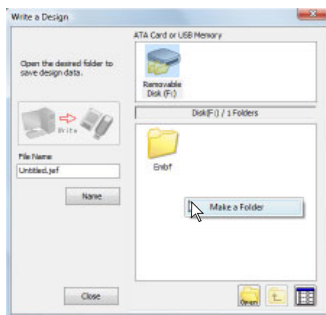
1. Choose **Media>Write a Design** from the menu bar or click the **Write a Design** icon  on the toolbar.



2. The **Write a Design** dialog box will open. Select the **"Embf"** folder from the ATA card (CompactFlash) or USB memory.



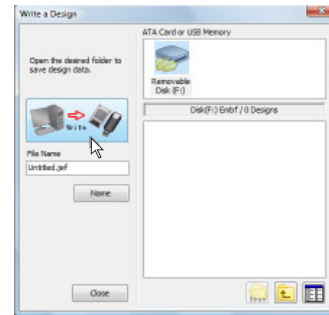
3. To create your own folder, click the right mouse button in the folder list box and click the **Make a Folder** button. Click the **Open** button to open the selected folder.



NOTE:

Upon inserting the media into the machine, the necessary folder (e.g. "Embf") will automatically be created in the upper folder (e.g. "EMB"), which will also automatically be created. Refer to the Help Topic (Writing Stitch File to Media>Writing Designs) for more detail.

4. Click the **Write** button and the data will be saved as a *.jef file in the selected folder in the PC card or USB memory.



NOTES:

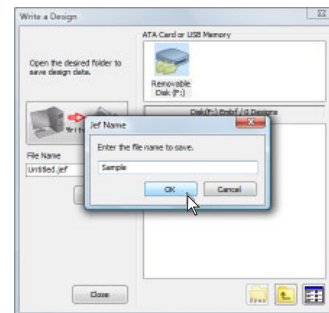
If there are two or more designs have been laid out, designs will be combined and saved as a single *.jef file.

When writing a design layout, the data of component designs will be saved as individual *.jef files since the machine does not recognize layout files.

The name of the files will be suffixed with sewing order and group index.

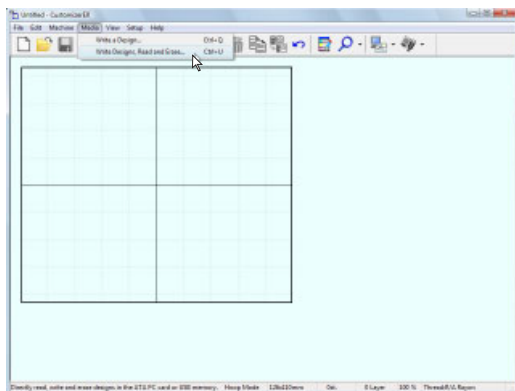
Example: Untitled01#a.jef
Untitled02#a.jef
Untitled03#a.jef

If you wish to change the file name, click the **Name** button. Enter the desired name in the text box and click the **OK** button.

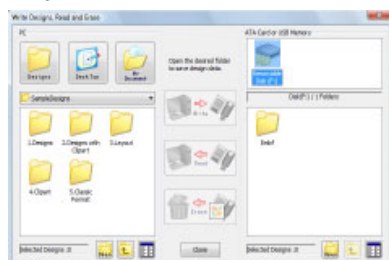


Writing designs onto a PC card or USB memory

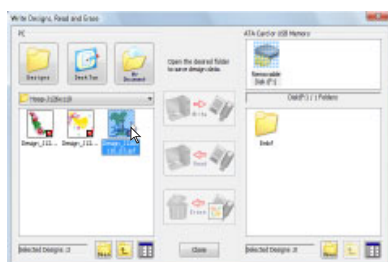
1. Choose **Media>Write Designs, Read and Erase** from the menu bar or click **Designs** from the pull down list of the **Write a Design** icon  on the toolbar.



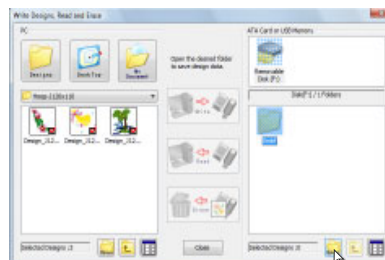
2. The **Write Designs, Read and Erase** dialog box will open.
Select a folder, from the PC file list on the left, which contains design data you wish to write in a PC card or USB memory.



3. Click the **Open** button or double click the folder icon in the list box. The file list will be displayed in the list box on the left.
4. Click the desired *.jef files to select and a check box will be checked. You can select as many files as you wish.



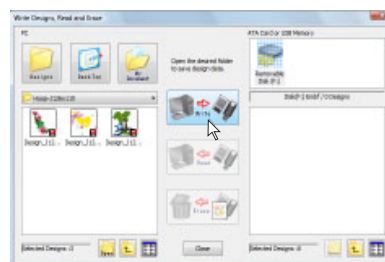
5. Select the **"Embf"** folder from the list box on the right. Click the **Open** button to open the selected folder.



NOTE:

To create a new folder, click the right mouse button in the folder list box and click the **Make a Folder** to create your own folder.


6. Click the **Write** button and each design will be saved as an individual *.jef file in the selected folder on the PC card or USB memory.

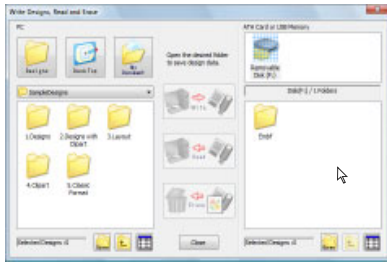


NOTE:

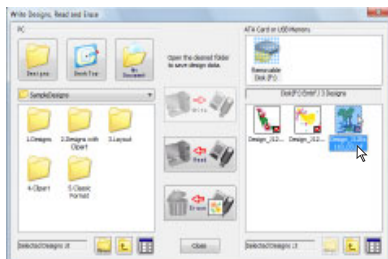
You cannot write a design which has more than 100,000 stitches.

Reading designs from a PC card or USB memory

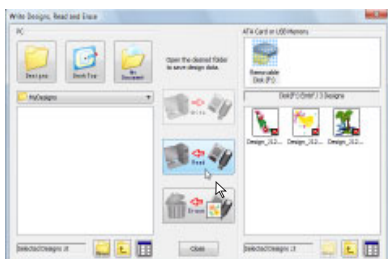
1. Choose **Media>Write Designs, Read and Erase** from the menu bar or click **Designs** from the pull down list of the **Write a Design** icon  on the toolbar.
2. The **Write Designs, Read and Erase** dialog box will open.
Select a folder, from the folder list on the right, which contains design data you wish to read.




3. Click the **Open** button or double click the folder icon in the list box. The file list will be displayed in the list box on the right.
4. Click the desired *.jef file to select it and a check will appear in the check box. You can select as many files as you wish.
5. Select the desired folder in the PC and click the **Open** button to open the selected folder.

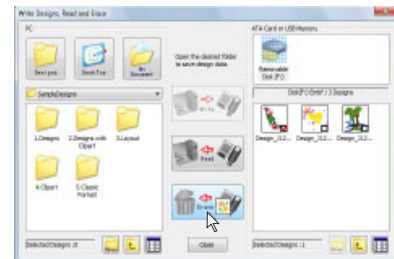


6. Click the **Read** button and each design will be saved as an individual *.jef file in the selected folder in the PC.

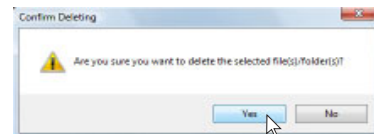


Deleting designs from a PC card or USB memory

1. Choose **Media>Write Designs, Read and Erase** from the menu bar or click **Designs** from the pull down list of the **Write a Design** icon  on the toolbar.
2. The **Write Designs, Read and Erase** dialog box will open.
Select a folder, from the folder list on the right, which contains design data you wish to delete.
3. Click the **Open** button or double click the folder icon in the list box. The file list will be displayed in the list box on the right.
4. Click the *.jef files to delete and a check box will be checked. You can select as many files as you wish.



5. Click the **Erase** button and a confirmation dialog box will open. Click the **Yes** button to delete the selected design(s).



NOTE:

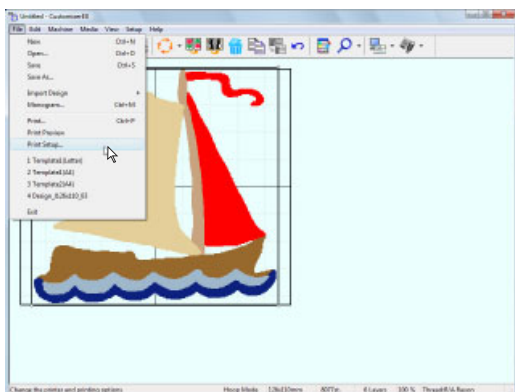
You can delete a folder by clicking the folder icon with the right mouse button and click **Delete**.

PRINTING TEMPLATES

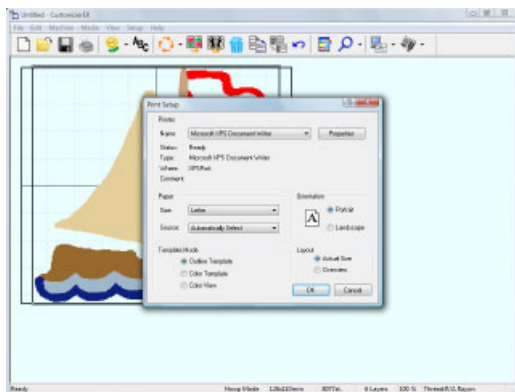
To embroider the design in a precise location, use the printed template with centerlines and the optional Clothsetter to set the fabric in the hoop.

Print Setup

1. Choose **File>Print Setup** from the menu bar.

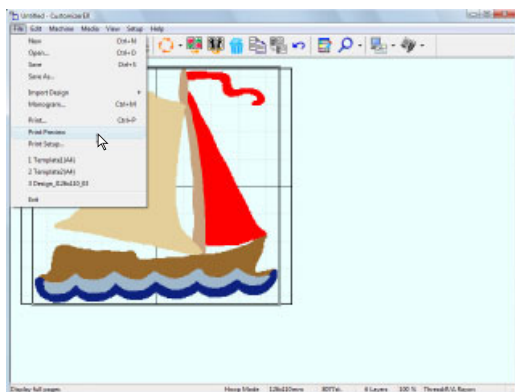


2. The **Print Setup** dialog box will open. Select paper size in the **Paper** options. Select either Portrait or Landscape in the **Orientation** options.
3. You can choose one of the following options in the **Template** mode.
 - ① The default setting is the **Outline Template** mode, which allows you to print a contour of the design and centerlines in black.
 - ② The **Color Template** mode allows you to print a color image of the design and centerlines.
 - ③ The **Color View** mode allows you to print a stitch image of the design in color.



Print Preview

1. Choose **File>Print Preview** from the menu bar and the preview window will open.

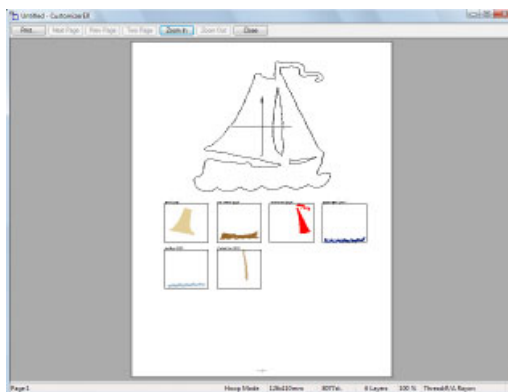


NOTES:

A line drawing of the design contour will be displayed in the **Outline** mode. Color thumbnails with the thread color of the segment parts will also be displayed when the hoop mode has been selected.

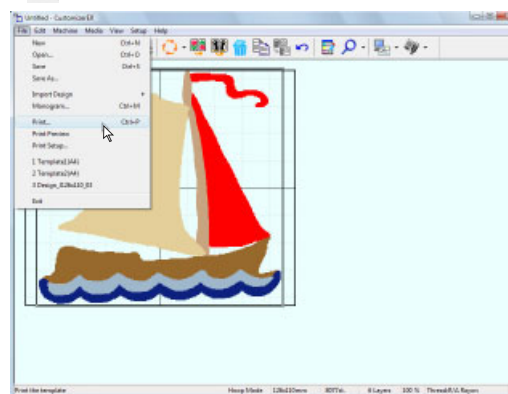
The template will be printed the actual size.

2. You can preview the template on the screen. To print the template, click the **Print** button.



Printing Templates

1. Choose **File>Print** from the menu bar or click the **Print** icon on the toolbar.



2. The **Print** dialog box will open. Click the **OK** button to print the templates.
3. Each template will be printed with page numbers.

